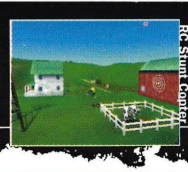
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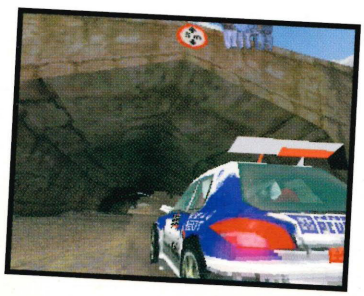
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Release date news!

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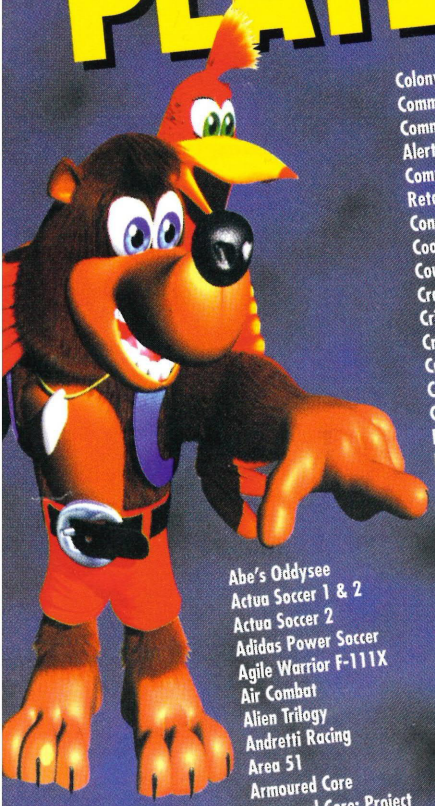
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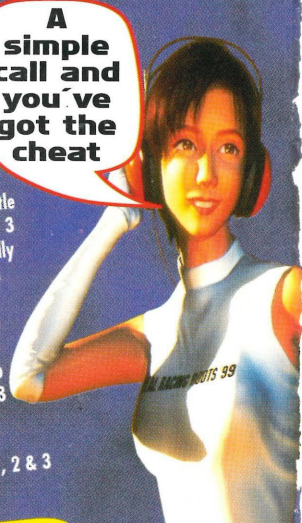
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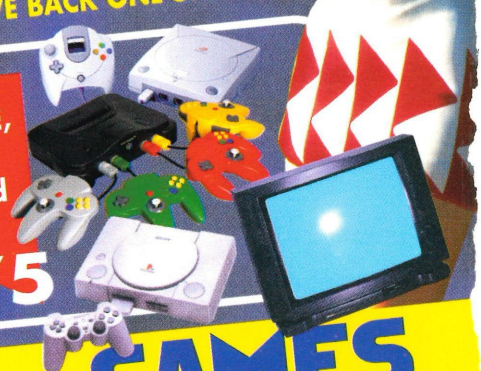
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intro



Our exclusive full review on page 28

There's been some serious work going on behind the scenes here at the Pro Towers during the last couple of months, and one thing's for sure, very shortly we're going to change the face of PlayStation magazines forever. So watch this space for news that's gonna change your life!

In the meantime, we're in the quiet period after Christmas where the game releases are thinner than Kate Moss on hunger strike.

Looking ahead though, things are picking up already and *Sony* have brought forward the release dates of mammoth titles like *Ridge Racer Type 4* and *Final Fantasy VIII*. With my speculating cap on there's obviously a reason for this and maybe, just maybe, the announcement of PlayStation 2 or 2000 (or whatever) could be imminent – you'd like to think so at any rate!

The huge Tokyo Games Show is coming up in mid-March and we're already packing in preparation for a few wild nights in the seedy areas of Japan's capital city. Could it be that something special is going to be announced during the show? We'll have to wait and see, but it won't be a big shock if *Sony* choose that stage to make a few ripples in the *Dreamcast* pond.

Back to this issue of PlayStation Pro though, the first news of *Gran Turismo 2* finally began to filter through, as did the opportunity for a first play of the breathtaking *Driver* (now coming from *GT Interactive*). *Shiny Entertainment's RC Stunt Copter* looks like doing the business too, whether you like remote control toys or not. Designer, Dave Perry just urges you to give it a whirl (if you'll pardon the pun!). Couple all that with our exclusive interview with the guys at *Bullfrog* and a review of the classic PC conversion of *Populous: The Beginning* (complete with a session with *Loaded!* covergirl, Anouk, for good measure!) and I know you're going to just love this latest issue. See you all next month.



Chicken Editor

PLAYSTATION PRO

ISSUE 32 APRIL 1999

IDG MEDIA

ABC 70, 050 Jan - June 1998

Standard Subscription Rates: UK 13 Issues £38.87 (plus free game), Europe 13 Issues £55.40, World 13 Issues £75.40



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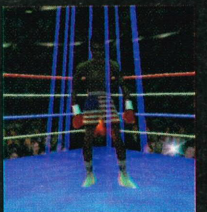
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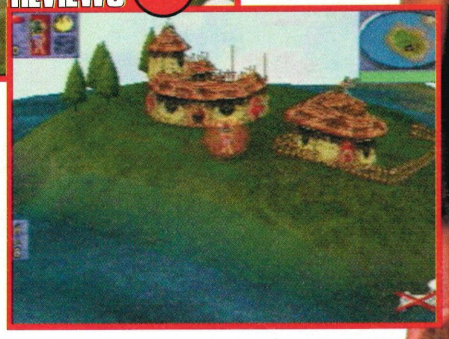
Fancy your chances against our resident Pro experts? Check out the Gauntlet on page 70

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COVER STORY



06













The 'au naturel' approach has launching earthquakes and altering the land as part of your tactical repertoire

GOD'S G



Since the dawn of videogames, there have been very few titles that have successfully stood the test of time. *Populous* (acknowledged as the original 'god sim') is the most notable of these rarities, and since its conception it's appeared on a variety of gaming formats. However, it's not just the same game churned out time after time - each release has managed to look up-to-date while still retaining the essence of the original in terms of gameplay.

Now the time has come for *Populous* to make its mark on the PlayStation in the form of *Populous: The Beginning*, and it's sure to tempt and titillate any tactic-mad tyrant. So what's the score with this most intriguing of strategy titles? We hightailed it to Guildford (home of developers *Bullfrog Productions*) to probe producer, Simon Harris, for some facts on a game that lures you into using the forces of nature to get you going....



VOX POPULOUS

Rather than playing as an invisible force (as was the case with the previous *Populous* incarnations), you're now in control of a shaman, who wanders about the landscape ordering her tribe around (as is a woman's wont). Her primary goal is to conquer a series of worlds so that she can eventually become a god herself. So what was the reasoning behind developing the game as a prequel, rather than a continuation of the series where the player himself is God?

"We just felt that *Populous* needed a little bit more involvement from the player, more variety and more depth," explains Simon. But what makes *Populous* so different from other real-time strategy titles around at the moment?

"The majority of real-time strategy games fall into one of two camps: the ones that have thousands of different types of units and the ones that just have well-balanced units that you can use together in different ways. What we did was to try and come up with a minimum number of units that can be used together in a lot of different ways. We've done it using four different types of people, added 22 spells that can be utilised as well as those that can be cast as multiple spells on different people. ▶

LIFT

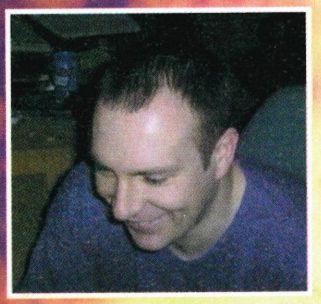
COVER STORY





Meet Climax (below), Bullfrog's talented development team who are responsible for Populous: The Beginning





Simon Harris (above) is the producer who cracked the whip and made sure that quality wasn't compromised by too many trips to the coffee machine

▶ Using two spells and a specific type of unit and suddenly you've got some really powerful tactics you can apply."

DOWN TO EARTH

Nature plays an integral part when it comes to eliminating the enemy, so it's not unusual to find yourself casting spells that launch earthquakes, volcanoes and the like upon an unsuspecting rival. This 'au naturel' approach is also reflected in the unique all-scrolling, all-dancing (well, almost) 3D landscape, which players can alter to their heart's content in order to progress, and which plays a major part in the tactics of the game.

"One of the most effective strategies for later on in the game is creating land fortresses," explains Simon. "Height gives a great deal of advantage, and if you're standing on top of a hill, all your spell effects will go further. Warriors, fire warriors and preachers will actually be able to affect people at a greater range. By using the plains and the landbridges, you can build up enormous walls and then stack guard towers on top of them."

Populous: The Beginning has also been developed to complement the PlayStation control system, so that rather than use a joypad as a poor alternative to a mouse, the interface has been specifically created with the pad in mind, bringing up control panels at the touch of a button. You've also got the ability to save at any point, which is a bonus when you discover just how much thought you have to put into each level.

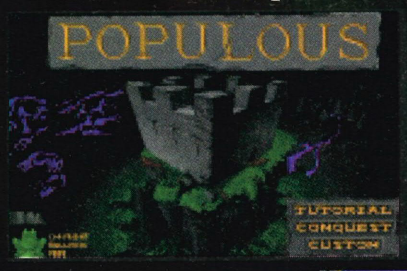
However, if you do need a little guidance, you don't have to worry about wading through loads of text-filled screens to find out what your mission's about. All the help you need is provided by the dulcet tones of Robert Ashby, whose previous work included voicing the advertisements for the psycho movie: Silence Of The Lambs.

With all these new features to be implemented, the development of *Populous: The Beginning* was guaranteed not to be all plain sailing. As the game was originally developed for the PC, it's fair to say that the problem of converting to the PlayStation was a very large one. But what other difficulties did the *Bullfrog* boys encounter?

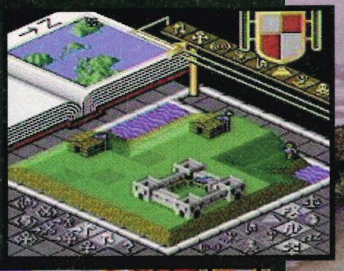
"The main difficulty we had was working out how we were going to create the terrain, because with *Populous* the 3D, terrain is the biggest feature. There are numerous strategy games out there, the majority of them have top down views with terrain that has only a slight bearing on the game. In *Populous*, you've got a full 3D world where you're able to stroll about in any direction, and you can alter whatever you want, so that was a very big technical hurdle," explains Simon.

"The other thing was keeping up the game speed. For instance, the last level probably has one of the largest amount of buildings and

Blast from the past



SNES version





PC version



PC version



Amiga version

The highly successful Populous series has been around since the dawn of time (well, almost), but Populous: The Beginning has got to be the best-looking version yet











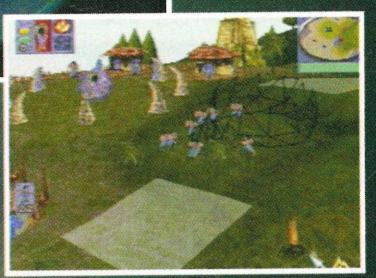
Above: The main character is a shaman, who has plenty of spellbinding qualities. She's also the inspiration for Anouk, this month's covergirl

other objects, so you have to keep it running at a reasonable pace when you're scrolling around, just to keep the gameplay flowing, and we've achieved that too."

STYLE CHALLENGE

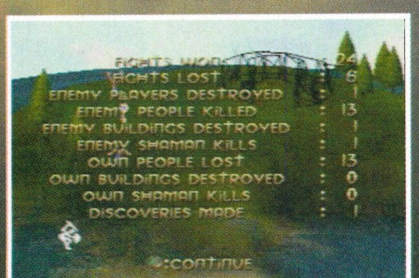
With the PlayStation usually connected with high-action games that require fast reactions rather than deep thought, it's come as a surprise to some that strategy games have been so successful. But as Simon says, "It's a challenge doing this style of game on the PlayStation. The success of *Command & Conquer: Retaliation* earlier this year shows that there's definitely a market for the strategy game on the PlayStation. This is a PlayStation game, as it's in full 3D, and adheres to all the qualifications that people think of for a PlayStation game, but it has enough cerebral content to have the challenge that will appeal to the serious gamer that bought and loved *Command & Conquer.*"

Does this sound like the game for you? If so, check out our full review on ***page 28.***









Acclaim Special

Armorines

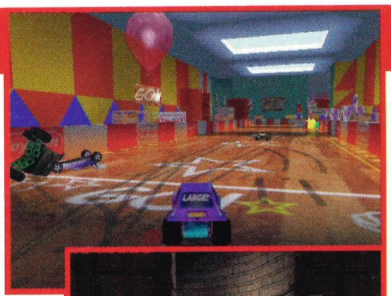
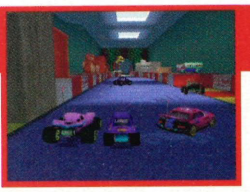
Starship Troopers meets *Turok 2* as you're plonked into a world full of f***ed up insects. Using a *Turok 2* style engine, you can expect some frantic 3D first persona perspective shoot'em-up action as you splatter abnormal insects all over the gaff. For a better idea of the plot and what these diabolical creatures look like, get hold of a copy of the action comic, *Armorines*, from which the game is licensed. Don't expect to see the game much before Christmas.

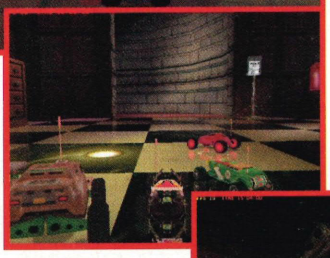
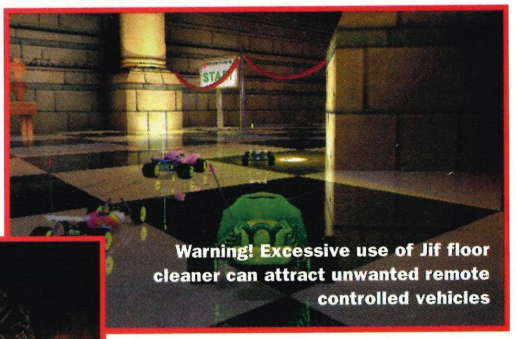


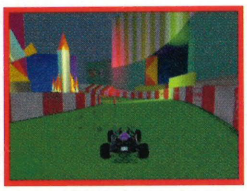


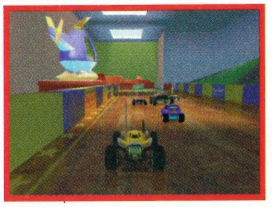
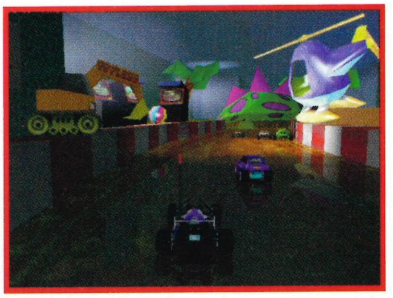
Revolt

Revolt's a racing game where you control realistically modelled radio controlled cars in full-sized environments. *Acclaim* insist, however, that the game won't be like *Micro Machines*, but instead an accurate depiction of toy cars set in places such as shopping centres, housing estates and roof tops. A track editor will be thrown into the mix for added long-term play value.

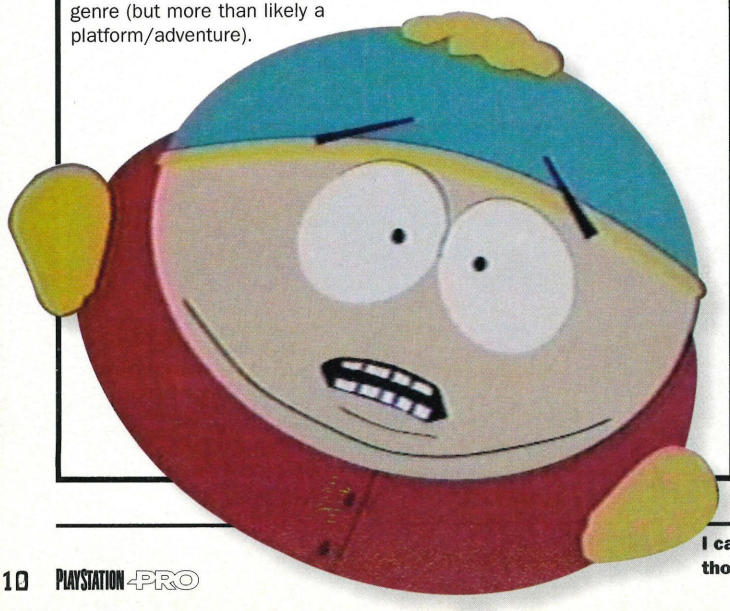





South Park

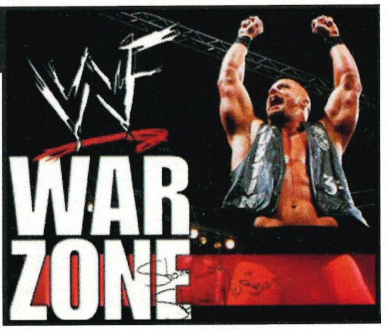
South Park's gonna come to the PSX twice over, with both versions totally different from the 3D search and destroy number on the *N64*. One of the PlayStation *South Parks* is to be a race game, probably developed by *Probe*, with the other as yet of an unspecified genre (but more than likely a platform/adventure).



I can see right up your nose! Are those cheesy poofs all for me?

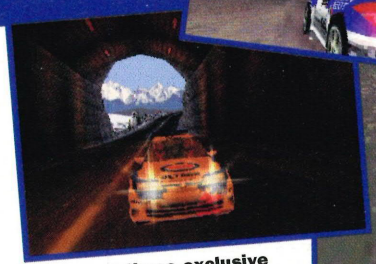
WWF Attitude

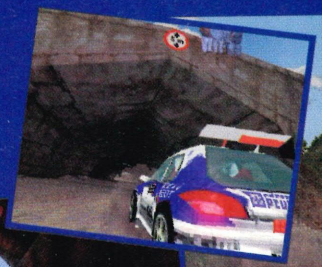
This may become *Acclaim's* first wrestling game to include customisable special moves. From a rosta of 55 wrestlers, many of which are real WWF fighters, there will be a few fictitious grapplers for whom you create your own moves and special attacks. Can't wait.

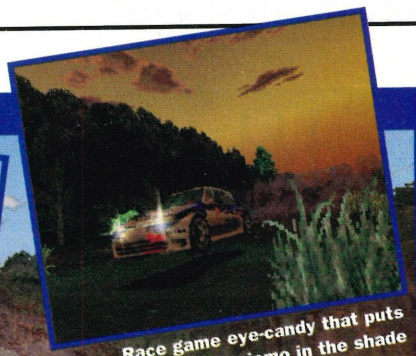


V-Rally 2

When *Infogrames* released *V-Rally* they upped the stakes in the PSX race game market. Here are the first screenshots of the sequel and it looks like a cracker. Featuring 20 cars, a new 3D engine and six different views, *V-Rally 2* is going all out to match the competition. With the likes of *Gran Turismo 2* waiting to storm in this summer, it's going to be tough going, but the French development team have enough experience and hopefully will come up with the goods!







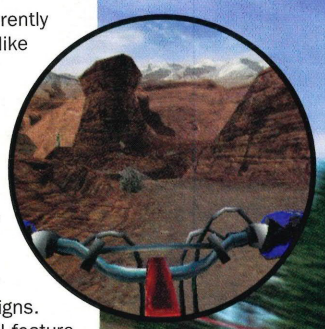
Check out these exclusive shots of the sequel

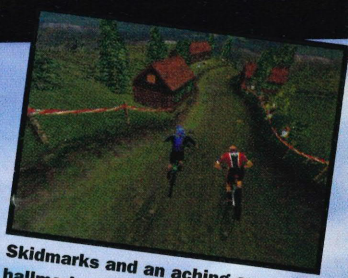
Race game eye-candy that puts Gran Turismo in the shade

BURNING SPOKES

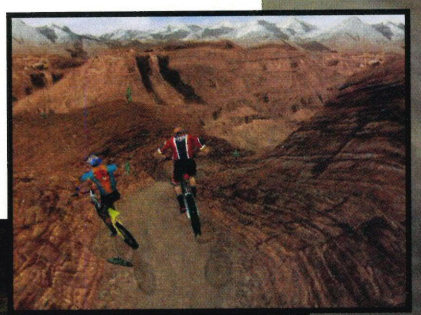
Software house *Codemasters*, currently flavour of the decade with titles like *TOCA 2*, *Colin McCrae Rally* and *MUSIC* in the bag, are teaming up with hip clothing reamsters *No Fear*. The high-adrenaline challenge of mountain biking is expected to be given the respected *Codemasters* treatment for a release in the next couple of months, under the title *No Fear Downhill Mountain Biking*. The *No Fear* tie-in should provide plenty of opportunity for exciting promotional events and campaigns.

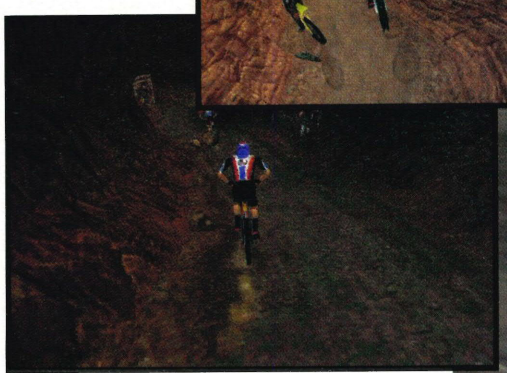
No Fear Downhill Mountain Biking will feature tracks across 10 international locations, ranging from the dusty deserts of Morocco to the volcanoes of Japan, and will feature options for players to tweak their bikes to adapt to any terrain. Up to 15 opponents will join you on the tracks and a first person perspective will enhance the experience of hair-raising sheer drops encountered along the routes. The atmosphere will be further enhanced by gravel-crunching sound effects and tyre-pumping set of audio tracks.

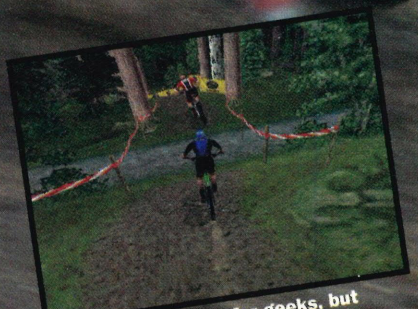




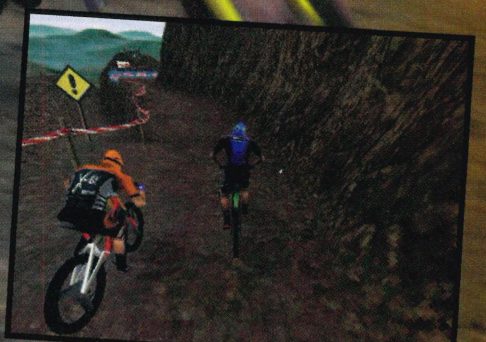
Skidmarks and an aching arse, the hallmarks of cycling and...







Mud-guards may be for geeks, but his kecks are gonna cop it now



I wonder if that barrier tape's made of steel, like in Colin McRae, or if can I nudge him to his doom?

COMPLETELY TEED OFF

The Golf Pro – limitless golf for less cash than a Pringle jumper

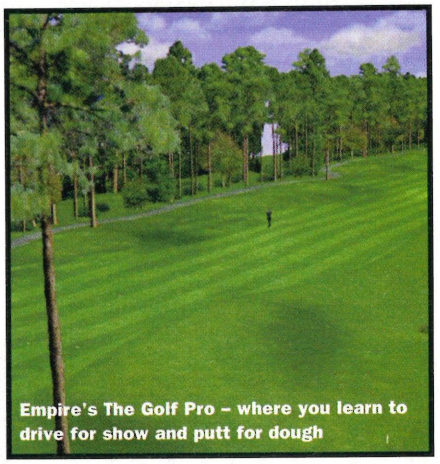
After causing a storm on the *PC, Empire's The Golf Pro* is set to make its PlayStation debut. Including 36 holes at two of the most challenging golf courses in the world – Cornwall's St Mellion and the Hilton Head course in South Carolina, the game's been designed to cater for both casual gamers and the sort of golf fans who play PlayStation games wearing plus fours and spiked shoes.

With its instinctive learning curve and handicapping system, it'll provide golfing tips from master golfer Gary Player and practice tutorials to help you improve your overall golfing technique and style.

The Golf Pro is also set to feature a 'Realswing' system that is compatible with both the PlayStation pad and the mouse, allowing the player to use the mouse as if it were a golf club – although it's not advisable to swing it around or else the lead'll snap and you'll look a bit of a dick in the process.

The turf, trees and sand at both courses have been recreated and incorporated into a computer-generated model based on pin-point ground surveys. An in-depth commentary option provides handy hints from the experts to help you conquer the courses more easily and a full set of practice tutorials on the driving range allow you to perfect your swing and quash any chance of the yips setting in on the green.

Over 90 different player swings – one of which belonging to Gary Player himself – involve over 20,000 frames of animation and the true-to-life handicapping system allows players of different abilities to take each other on. As your handicap improves, so new competitions become available. *The Golf Pro* will be available any minute now.

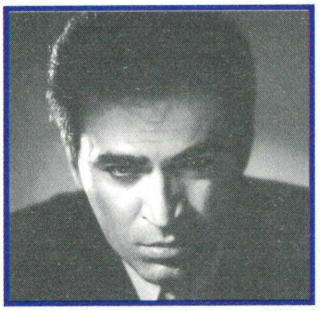


Empire's The Golf Pro – where you learn to drive for show and putt for dough

KASPAROV CAPTURED

Titus signs World Chess Champion

Titus Interactive recently announced that it has signed an exclusive licensing agreement with 13 times World Chess Champion Gary Kasparov. The four year exclusive license will see Gary Kasparov develop and endorse a series of PlayStation chess games. The titles will plunder the chess genius's knowledge of the game as well as slapping his name all over the box.



I'll beat you at chess, then make love to your pets and eat your babies. I'm a little tense...

CRUISIN' TO VICTORY

Titus software acquires Top Gun license

If you're a budding mid-air midget, then all your dreams are about to be rocketed skyward as *Titus Software* has announced that it has signed an exclusive licensing agreement to develop and publish video game titles based on the oft-repeated, *Paramount Pictures film, Top Gun*. Expect to see a new *Top Gun* PlayStation game next year – developed by UK based developer *Digital Integration*. *Titus's* first *Top Gun* release will be a flight sim combining hi-res 3-D graphics with groundbreaking technology and non-stop action. We can't wait for it to hit the PlayStation and take our breath away!



MID-AIR MAYHEM

Aerial Combat Manoeuvres 1918 – can't be as boring as its title, can it?

Take eight pilots from eight different countries. Stick them in bi-planes, capable of a range of different manoeuvres. Then place them high in the sky over 30 different levels. Finally leave them to it and the last man flying wins. Those are the ingredients for *Black Friar's Aerial Combat Manoeuvres 1918* (*ACM 1918*) a game that's looking to reinvent the arcade-style aeroplane shoot'em-up genre.

Developed by *Aqua Pacific*, *ACM 1918* uses a top-down view to portray the action. Players can loop and twist, climb and dive, and bank and turn to outsmart their opponents. A deliberately simplistic easy-to-grasp control method (we're PlayStation players, not bloody PC professors) enables anyone to take to the skies - but the more you play, the more secrets you'll discover, as *ACM 1918's* beat'em-up style control system comes into its own. Secret combos and hidden moves can be pulled off to give experienced pilots the edge, offering extended replay value as gamers try different key presses or joystick moves in an effort to expose a new manoeuvre.

As well as the out-and-out destruction of the last man flying missions, *ACM 1918* offers different scenarios, such as recon and escort missions, designed to test the navigational and all-round flying skills of gamers who proper fancy themselves. The attacks come thick and fast from both air and ground and the action is displayed using a state of the art 3D graphics engine.

These days, flight sims seem to be taking themselves ever more seriously, so we could be in for a pleasant surprise when *ACM 1918* chucks its chocks away. Publishers, *Black Friar*, are claiming that the control system is 'intuitive yet revolutionary' – we'll tell you if this is true when we preview it. The game will be published in late 1999, price £tba.





No ACM 1918 screenshots as yet, so here's a couple of cool lookin' biplanes





Special News Feature

PREMIER MANAGER '99 LAUNCH

Footy obsessed Alex Lee went to Fulham's training ground to meet, be coached by and play footy with Kevin Keegan, endorser of the brand new Premier Manager '99

Kevin Keegan has never done anything conventionally. At the peak of his playing career in 1977, when The Sex Pistols were number one, he sported a long, curly perm. When he played his last match for Newcastle United he flew out of the stadium in a helicopter. And now, while in charge at second division Fulham, he's endorsing *Gremlin's Premier Manager '99.*

Before the outdoor pre-match training and five-a-side tournament could start, however, Keegan had to face a room full of journos and field questions mainly about the previous night's glorious FA Cup victory over Premier League strugglers Southampton.

Here are some of the gems that the pocket dynamo came out with:

"If I'm not offered the England manager's job in the next five years, then everyone will consider I'm too old for it"

"I think Glenn Hoddle's done a great job as England manager"

"The crowd gave me a much bigger boost than the result"
(Kevin speaking about Fulham's shock FA Cup victory over Southampton)

"I signed Chris Coleman from Blackburn because I wanted some leaders in the Fulham team"

"I convinced Rob Lee to sign for Newcastle by telling him Newcastle was nearer to London than Middlesborough. It is, if you go by rail!"

"Rob Lee, pound for pound, has been my best-ever signing"

"When I recorded my single with the two guys from Smokey, they asked me if I wanted a share of the royalties or a set fee. I went for the set fee. Although it didn't do too well in England, it sold 200,000 copies in Germany then it was put on a Franz Beckenbauer compilation and sold another 500,000!"



Kevin Keegan – ex-England captain, ex-European Footballer of the Year and now proud endorser of Premier Manager '99

"When I was a player I was earning, say, four or five times what the man on the terrace was earning. Now the average man on the terrace can't have any empathy with players who are on 30,000 a week"

After a brief look at the brand, spanking new *Premier Manager '99* game (we reviewed it last issue and it got a whopping 9/10!), everyone was whisked off to the changing rooms where full Adidas kits were supplied to everyone brave enough to face a full training session taken by Kevin Keegan and Fulham's player-coach Paul Bracewell followed by a five-a-side tournament held on a treacherously muddy pitch.

The fact that it was freezing cold meant that even the unfittest kept going to the end, although Keegan and Bracewell's unbridled enthusiasm for the game shone through and meant that a brilliant time was had by all. As for myself, I managed to worm my way into the team that won the competition by volunteering to go in goal.

You see one of the sides in the final only had four players and had been helped most games by mighty mouse Kevin Keegan himself and he thought it a tad unfair if he were to play in the final. So he reffed it, I went in goal and we won 1-0 on sudden death after about seven seconds!



Right: Alex and Kev in obligatory 'hands around shoulders' pose for the cameras

GRAN TURISMO 2 STOP PRESS



It's official! It's happening! It's coming out! *Gran Turismo 2* is on its way and the developers are apparently confident of improving upon their last effort by a third! Details were thin on the ground as Pro went to press, but we can reveal that development, of what will certainly be a killer sequel, is already well underway in Japan, with new tracks, new cars and new ways of racing all on the menu.

As well as the track-based racing, the hundreds (literally) of cars will compete on tough rally stages, with street racing and production model cars also a possibility.

When it comes to revealing when the monster racer might hit the shelves, lips are sealed tighter than a whippet's biff. However, with *Sony* moving a number of massive games forward in the last few weeks, *Gran Turismo 2* may well be released in Japan as early as the summer. We'll keep you posted and bring you screenshots soon.

PLAYSTATION PRO READER VOTES

It's your last chance to tell us what you think about the games you play. The best, the worst and some other ones too. We're collating your votes to publish in a future issue when we'll disclose the Pro readers' definitive hit and shit lists. All the forms go into a hat (a big one) with one lucky baaaastad making off with the Pro Reader Top 10, and a further three fortunates winning the top three. Got a pen? Know how to write? Get cracking, you buggers.

PlayStation Pro Reader Votes

1. Best PlayStation Games of all time

_____ is the best game of all time because:

_____

_____

_____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

2. Worst PlayStation games of all time

_____ is worse than chainsaw buggery because:

_____

_____

_____

2 _____

3 _____

3. Best PlayStation game character of all time

1 _____

2 _____

3 _____

4. Worst PlayStation character of all time:

_____

5. Most over-hyped/disappointing game of all time:

_____

6. Which publisher releases the best software for the PlayStation?

_____

7. And which one takes the piss?

_____

8. Let's take a moment to generalise wildly about sequels. Are they:

1. ☐ Great
2. ☐ Okay
3. ☐ Easy money at the expense of creativity
4. ☐ A bag of shite

Name _____

Address _____

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Send to: PlayStation Pro Reader Votes
IDG Media, FREEPOST (SK3036), Macclesfield, SK10 4YE

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PlayStation Pro gives its readers what they want. And they want cheats. Cheats by the bucketful. And here they are! This month we will be offering you the very latest on:

Tomb Raider 3, Gran Turismo, Tekken 3, Metal Gear Solid, FIFA 99, Spyro the Dragon, Abe's Exoddus, TOCA Touring Cars 2

All this is brought to you, the PlayStation Pro reader, FREE by the CHEATAH LINE GAMES CLUB, the world's premiere service for cheats, tips and solutions dedicated to the PlayStation.

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***No hanging on for the games and cheats that you want**

And that saves both time and money! And there's a bonus in our superb prize competition. So get right on to the TURBO GAMES LINE.

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ODT	0906 220 1252	Tomb Raider 2	0906 220 1216
Metal Gear Solid	0906 220 1253	Final Fantasy VII	0906 220 1217
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Colony Wars Vengeance	0906 220 1255	Tekken 2	0906 220 1219
MediEvil	0906 220 1256	Die Hard Trilogy	0906 220 1220
WWF Warzone	0906 220 1257	Tekken 3	0906 220 1221
Ninja: Shadows of Darkness	0906 220 1258	Crash Bandicoot	0906 220 1222
Blast Radius	0906 220 1243	Tomb Raider 3	0906 220 1223
V Rally	0906 220 1244	FIFA RTWC '98	0906 220 1224
Mortal Combat 4	0906 220 1245	Micro Machines V3	0906 220 1225
Theme Hospital	0906 220 1246	Abe's Exoddus	0906 220 1226
Crime Killer	0906 220 1247	Alien Trilogy	0906 220 1227
Test Drive 5	0906 220 1248	Intl. Track & Field	0906 220 1228
FIFA 99	0906 220 1249	Command & Conquer	0906 220 1229
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Road Rash 3D	0906 220 1238	Duke Nukem	0906 220 1260
Colin McRae Rally	0906 220 1239	Apocalypse	0906 220 1261
Formula One 98	0906 220 1240	Soul Blade	0906 220 1262
Crash Bandicoot 2	0906 220 1241	Tenchu	0906 220 1263
Rayman	0906 220 1242	Mickey's Wild Adventure	0906 220 1264
World Cup '98	0906 220 1213	TOCA Touring Cars	0906 220 1265
Gran Turismo	0906 220 1214	Brian Lara Cricket	0906 220 1266

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Competition - 100 Top Games up for grabs! Win all Top 8 games this month - 92 runners up prizes of Game Of Your Choice

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*Star prize - £500 Worth of games
*Two runners up win £250 worth of games
*25 runners-up get the game of their choice

SEND US YOUR CHEATS COMPO
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Win a NEW game of your choice for every cheat used by Cheatah - and we'll name you in the Cheat Star Writers line starting next month

CHEAT HOTLINE WINNERS

If your name is Will Haynes, start celebrating, because you've won an amazing £500 worth of top titles! Thomas Reid and Steve Marshall also have reasons to party now that they have £250 worth of games to add to their collections. Plus, twenty-five of you have won the game of your choice. Congrats to you all!

By answering a simple question on a recent game in our Free Access compo, you could be as lucky as Cath Beckinshaw who has scooped up eight top notch games this month. Ninety-two runners up have won the game of their choice.

Loads of you have told us some unbelievably cool cheats. Keep 'em coming and you could be king of the cheats compo like Simon Hardy who has chosen the excellent Abe's Exoddus as his prize

LETTERS



We're all busy here at Pro getting ready to make some seriously special changes to the magazine in a couple of months time, but I've still found time to sift through the mailbag and select the cream of the crop from your rantings. Keep them pouring in and tell us what you want to see!

Send your letters to: PRO Letters, IDG Media, FREEPOST (SK3038) Macclesfield SK10 4YE or email me at chicken@idg.co.uk

WE DON'T NEED EXCLUSIVES

I was tempted to make a joke of your name, but I will resist as you have probably heard them all anyway! My main point concerns the letter in issue 29 regarding exclusives. I simply have no interest in them at all, being a regular reader of this mag (and others besides I might add). Everyone who buys Pro monthly will do so regardless of exclusives and subscribers cannot be bothered by them either.

The only people they are likely to appeal to, are casual punters who buy mags on the fly, or are not concerned over what they buy. Are you trying to tell me that you don't already sell enough issues without having to resort to such tactics? I will continue to buy Pro as long as you continue to make it, just as long as you provide reasonable content (which is usually the case) with or without an exclusive.

Wayne Yeadon, Bradford

PRO I wish everyone in the world was like you Wayne. Unfortunately, they're not and the majority of people still clamour over exclusives. They get used to them from their daily papers and therefore tend to buy the mags that tell them the news first too.

We're not resorting to any tactics, but it makes sense to try to offer our readers something that other magazines aren't doing. Surely?

SOMEWHERE OVER THE RAINBOW

Hey, firstly I just wanna say what a great job you guys do. There is no other mag on the market that is as honest as you lot. PlayStation Pro rules! Now, down to business.

Firstly, what's the story behind 'Rainbow Six?' I've heard that it's coming out on the PC and PlayStation, but I haven't seen anything more on it. Is it coming out on the PlayStation? If so, then when are you guys gonna review it?

Next, why do women keep writing in, and why do you give in to them? There's always a letter complaining and you always print it. Why don't you fill the pages with decent letters instead of the same old debate? I also noticed that on the front of the mag the slogan used to be ***'FOR MEN WHO LIKE TO PLAY MORE, AND WORK LESS' but now it's 'UPFRONT HONEST AND ON YOUR SIDE'*** why have you changed it? Is it because of the complaining women?

James Nicholl, via email

PRO We haven't done anything on Rainbow Six yet because there isn't anything on the PlayStation version yet. The PC one was excellent and we're sure the PlayStation one is too, but I'm loathed to just stick a load of PC 3Dfx screenshots and say "Look at this everybody!" As soon as we have it, you'll see it first.

Women wise, I don't give in to anyone. The "same old debate" has filled our mailbag more than any other issue and therefore that is represented in these pages, and no, we didn't change the slogan because of girls either.

CAPTAIN PUGWASH

Let me start off by saying that PlayStation Pro is simply the best and I buy every issue every month. Anyway, moving swiftly on, Crash Bandicoot 3 or Tomb Raider 3? This problem of buying the right game is pissing me off.

You see, I have purchased the previous two instalments of both games, and absolutely treasured the experience of the slapstick comedy, back-to-back action, mind-numbing problem solving and jumping about and splatting fun of both games for absolutely ages. So this is the one time where I have to make the right choice, because I don't want to waste my money like I did with previous games, I can tell you that.

Anyway, I have another question about the dual shock analog pad. I just wanted to ask you whether it is a better idea to get the official D-S pad or the unofficial D-S pad. Also, to all those clowns out there who think that getting your PlayStation chipped is a stupid idea, it's not a stupid idea okay! Especially as one of my friends bought a copy of Grand Theft Auto (unchipped) and after about 30 days it completely buggered up! I have a pirate copy of Grand Theft Auto and it is the best game I have got. And absolutely nothing is wrong with it.

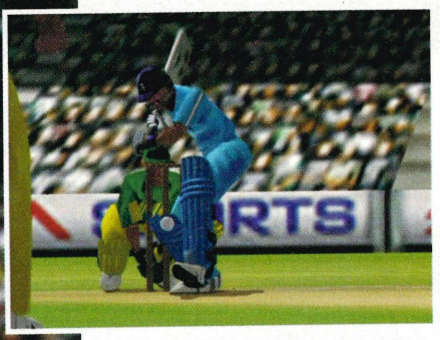
Oh, and one more question, is the PAL version of Tekken 3 really worth buying? Some people say that it is too easy, so could you please, please answer my letter because I am really stuck with my problems.

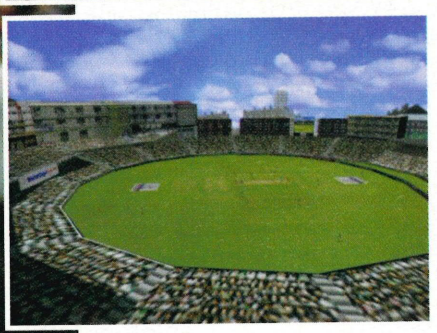
Ryan Parris, Maidstone

PRO Jesus Ryan! Piracy is illegal, not just frowned on but illegal! You aren't allowed to have a pirate copy of GTA, and let's face it, your mate was unlucky that his original copy burst, but he obviously damaged the CD. Chipping your PlayStation can damage it if it isn't done correctly, therefore it's a dodgy business.

Pad-wise, get the official one in







my book (although the new Thrustmaster one is excellent and Tekken 3, Tomb Raider 3 and Crash 3 are all worth having. It depends upon what game you want to play next on your PlayStation.

NAKED LADIES

In issue 29, you gave away a free calendar with the virtual reality babes. It was great, better than some of the shite you often give out, but I wanted to see them naked. Not wearing clothes.

Now I am no pervert, but my mate is. Anyway, give us this type of stuff in the future. Also, these Action Replay cards sound crap, why don't you just go out and get loads of cheats books to look up in, and I have heard they mess up your PlayStation.

Anon (surprise!)

PRO First, it's a bit sad that people consider seeing naked girls as perverse anyway, but if you think about it we obviously can't show naked females in a videogames mag. Action Replay cards aren't crap, they're cool and they don't mess up your PlayStation unless you act like a dick with them and unplug them with your machine on.



BOWLING A MAIDEN OVER

With the release of the wonderfully playable Brian Lara Cricket, have you considered doing a FAQ type feature in the magazine explaining what the different sort of bowling options do? Batting in the game is fairly straightforward, but I'm sure many PSX-ers don't have the foggiest idea what a "leg spinner" is! Miss Bea Havin could have a field day explaining what a "leg break," "short toss," "swinger," "googlie" and "maiden over" are!

Andy, via email

PRO We'll ask Miss Bea nicely if she wants to elaborate on the problems of being "short of a length" (have you any idea how long it took me to come up with a cricket innuendo that you hadn't mentioned?).

BUGGED OUT

I read somewhere that there was a bug in both the PlayStation and PC version of Tombraider III, is this true? Is there anything I can do about it?

Rich Moorhouse, Middlesborough

PRO There's bound to be the odd bug here and there, but as you haven't specified what it is, we can't help you. The PC version will be able to be patched via the Internet, but you can't do that with the PlayStation, so you'll be stuck with it. Think of it as a feature!

YANKEE DOODLE RANDY

Chicken, I have a problem with the language – no HA HA HA actually I think it's cool, it makes things sound a lot funnier. As soon as your web site is finished, mail me because I might not get your next mag due to financial problems. If you can scan me over a picture of Miss Bea's entire body or put it in your mag sometime, I mean you don't have to, but it'd be cool of you to do so.

Is your "office" small? Or are you big magazine like people? Anyway, I think your - no wait - is "shite" another word for shit or is it another completely different word? I know I have a lot of questions, but I'm an American – can you really blame me?

Brendan Ballas, USA

PRO It's not that much of a leap to work out shite is shit, er if you know what I mean. Our office is pretty big and we have offices in 60 odd different countries and the company is huge, so I guess you could say we're 'big' magazine type people.

As for naked Miss Bea's, write in and ask her, she's a right slag so you never know your luck!

IT'S ALL GREEK

Right, let's get on with it. I am one of the very few female readers of your top magazine. I just wanted to say that I don't care whether or not you fill it with women's breasts as long as you keep up the good work (reviews, cheats etc). Anyway, I have a few questions that need answering:

1. I've had my PlayStation for two and a half years and I've never bought a memory card. Could you tell me a bit about them?

2. I want a decent fighting game. When I first got my PlayStation I got Tekken 2, which I've played to death. Now I don't know whether to get Tekken 3 or Dead Or Alive.

3. Right, my last question is more of a request. Seeing as I live on a foreign island in the middle of nowhere, I can only get your mag in the summer, so I might miss the issue that you print this letter in (hint, hint), so could you give me some acknowledgement of receiving the letter!

Miss V Hemsworth (Lara's twin), Zakynthos, Greece

PRO I've had letters from all over this month, but I can't believe you've never had a memory card! How do you play stuff like Tomb Raider without ever saving your game? What they do is allow you to store your position so you don't have to start at the beginning every time. Makes sense to get one!

Fighting game wise, they're both excellent. I personally (and controversially I guess), prefer Dead Or Alive, but I always edged more towards the Virtua Fighter stuff anyway.

PRO Viewpoint

Got a problem with the world? Naff off, loser. Got a problem with a review? Then you're in the right place. Not many people have, of course, because what we write is as good as law, but if you do take exception to our treatment of a game, then vent your spleen right here

ACTUA SOCCER 3

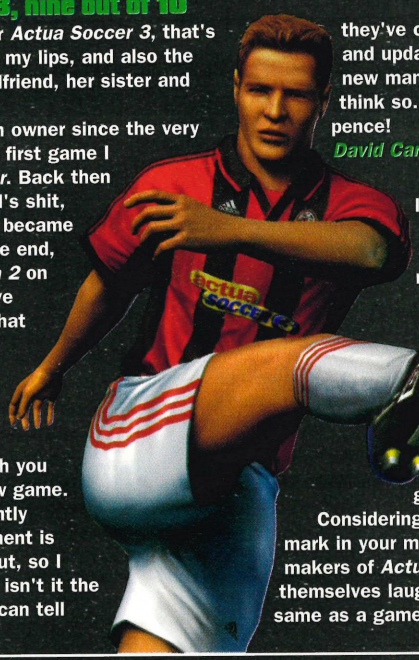
PlayStation Pro 28, nine out of 10

Why such a high mark for *Actua Soccer 3*, that's the question that was on my lips, and also the lips of my brother, his girlfriend, her sister and even the bloody dog!

I've been a PlayStation owner since the very beginning and in fact the first game I bought was *Actua Soccer*. Back then it was as hot as the devil's shit, but as things progress it became less impressive and in the end, outdated. I bought *Actua 2* on the day of its release (I've never bothered with all that *FIFA* bollocks) and my gonads were once again stirred. It did everything *Actua* had done only twice as well, and added so much it was as though you were playing a brand new game.

True, it's become slightly dated now, but improvement is what sequels are all about, so I bought version three. Er, isn't it the same game? As far as I can tell they've changed the options screens and updated a few players and made a new manual. Worth 40 quid? I don't think so. Worth a nine? Yes – nine pence!

David Carson, Stroud



I think you might have been getting carried away with Christmas cheer when you reviewed *Actua Soccer 3*. As a pauperous student I couldn't afford to buy it anyway (too much boozing to be done, you know how it is), but a wealthy/lucky mate has got both this and *FIFA '99*. Considering both games got the same mark in your magazine I would think the makers of *Actua Soccer 3* are killing themselves laughing at being treated the same as a game which is 10 times better.

If I'd played *Actua* on its own I might have thought it was an alright game, but comparing it to *FIFA*... well, there really is no comparison is there? *FIFA* looks better, has more options and, in the all-important area of gameplay, is so much better than Actua it's hard to measure.

I'll forgive you though. It was Christmas time and you were obviously very pissed, and PlayStation Pro is usually spot on. Just don't let it happen again, alright?

Si Hills, Manchester

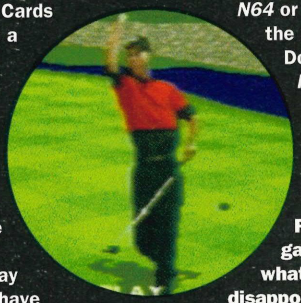
PRO CHICKEN

Nah, you lot are on drugs. The whole football debate is divided between three titles, *WLS*, *Actua* and *FIFA*. I prefer *Actua* and that's just me and thousands of others. *FIFA* hardly looks better and has more options, or maybe it does in your special blind world. The whole engine has been upgraded from *Actua 2*, are you sure you've not bought the wrong version? Dimwits.

TIGER WOODS '99

PlayStation Pro 30,6 1/2 out of 10

Great magazine this month – I loved the totty on the cover. She does all that tricky pointing to the prizes business on Play Your Cards Right, doesn't she? Anyway, just a quick point to make about the *Tiger Woods* review a couple of months ago.



I can't argue with the mark you gave it because I haven't played the game, but it does seem a bit peevish compared to the other PGA games, which I've always found okay.

I just don't like the way you say that a MegaDrive version would have been better than this. With all the hype surrounding PlayStation 2, and everyone believing that this will be the final year of the little grey box as we currently know it, I think that the console – which has served the market brilliantly in the last few years – should be given all the support it needs to keep going into the millennium and beyond.

I for one am looking forward to years more of PlayStation in some form, but slagging it off with comparison to an old machine like the MegaDrive will only push people towards believing that maybe the *N64* or *Sega Dreamcast* are the machines to buy. Don't you think?

Paul Turner, Whitehaven



PRO PAUL

No, I don't. At least, I don't think I slagged off the PlayStation. As a fan of PGA games from way back when, what I did was illustrate my disappointment in *Tiger Woods '99* by pointing out that the gameplay isn't moving forward as the numbers inch up. In effect, I was "slagging off" the game's development team for not harnessing the power of the machine, which we both know is capable of much more.

Actually, it's The Price is Right, and hey – there's a lot more to pointing at stereos whilst wearing a mini-dress than you might think mate. Or maybe not...

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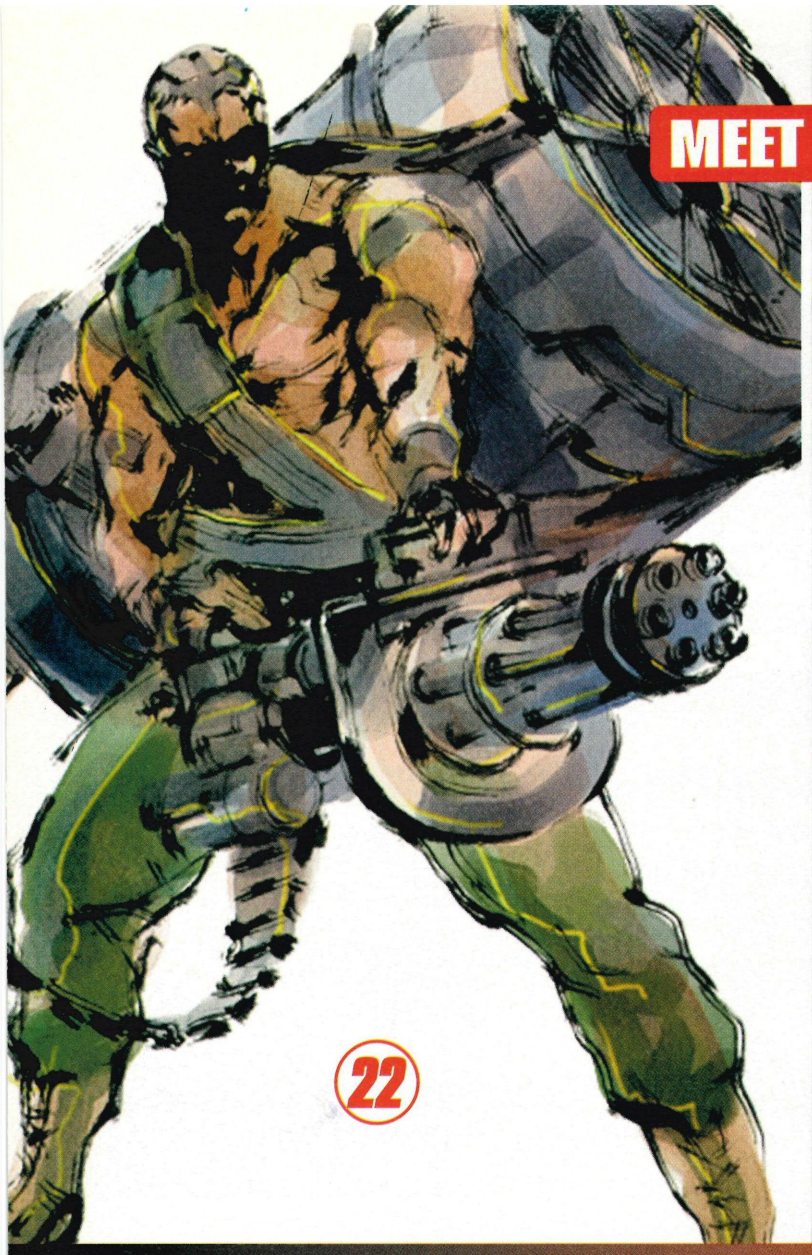
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MEET THE PROFESSIONALS



NAME
FLAVOUR OF THE MONTH
PREFERRED GENRE
LOVES & LOATHES

Paul (Chicken) McNally
Metal Gear Solid
Simulations
Konami's belated sci-fi epic tickled Chicken's feathers this month, whilst the exceedingly dodgy DJ antics of Beat Mania left his eggs permanently chilled



NAME
FLAVOUR OF THE MONTH
PREFERRED GENRE
LOVES & LOATHES

James Cannon
Rollcage
Racing
The spanking new Psygnosis racer had James with his foot firmly on the pedal this month. Biofreaks however, made him wish he hadn't got up for work. But that's nothing strange



NAME
FLAVOUR OF THE MONTH
PREFERRED GENRE
LOVES & LOATHES

Kay Wellby
Smash Court Tennis 2
Puzzles
Namco's streetwise tennis game kept Kay entertained, the suspect appeal of Shadow Gunner leaving dangerous shards of plastic in its wake as it was kicked out of the door



NAME
FLAVOUR OF THE MONTH
PREFERRED GENRE
LOVES & LOATHES

Sam Thomas
Metal Gear Solid
Shoot'em-ups
Sam joined in the almost universal praise of this month's long overdue cinematic adventure. Biofreaks, however, proved to be nothing more than a stinking turd of a game



NAME
FLAVOUR OF THE MONTH
PREFERRED GENRE
LOVES & LOATHES

Will Johnston
Driver
Sports sims
Driver reminded Will of his days in the Welsh hills, free-wheeling tractors over Snowdonian peaks, whilst Pro Pinball had him hiding in a corner with flossy (for comfort)

Your monthly guide to what's hot and what's not starts here

Solid Gold Award

The Solid Gold Award is only given to outstanding games. If a reviewer reckons a game is worth it, the rest of the team play the game extensively and then vote to see if they think it deserves it. Only a unanimous vote gets the go-ahead so if you see one of these then you know a game is worth having

What's the score?

1	Absolute shite. Do not buy this game, no matter what
2	Shoddy, uninspired crap that should never be played
3	Very poor. Not the worst thing ever, but not far off
4	Well below par with some major league flaws
5	Average. Strictly for the hardcore fan of the genre
6	Not a complete dog, but could have been a contender
7	Check it out first before paying hard cash for it
8	A potential corker that oozes quality in small doses
9	An essential purchase that's recommended by all of us
10	The perfect game in every conceivable way. A rarity

Our icons explained...

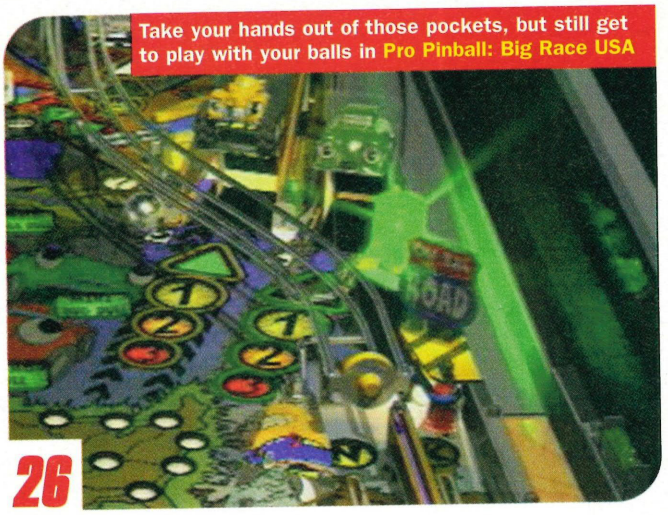
RENT IT!
Entertaining for a while, but the lastability factor is highly doubtful. Fun for a night though

MUST BUY!
Simply essential. This is quality gaming and must be bought immediately. If not sooner

TRY B4 U BUY
A quality title that's a preferred taste. Not everyone's cup of tea, but well worth trying out

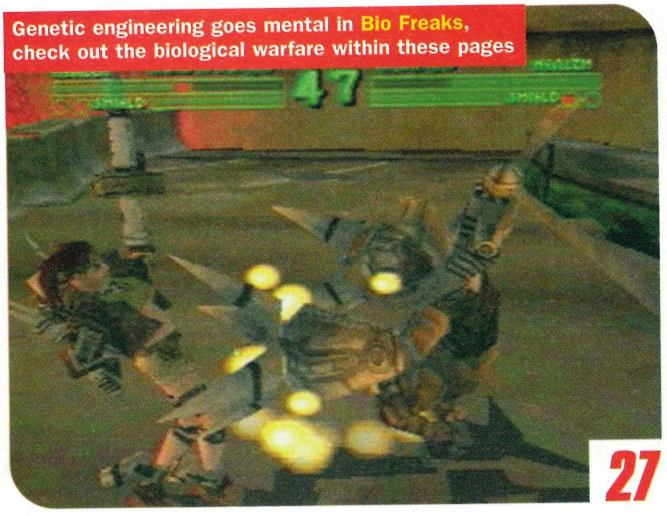
AVOID!
Not worth a penny of anyone's money. This is naff, bland and one to avoid at all costs

22 Metal Gear Solid
26 Pro Pinball: Big Race USA
27 Biofreaks
28 Populous: The Beginning
32 Live Wire
33 Shadow Gunner



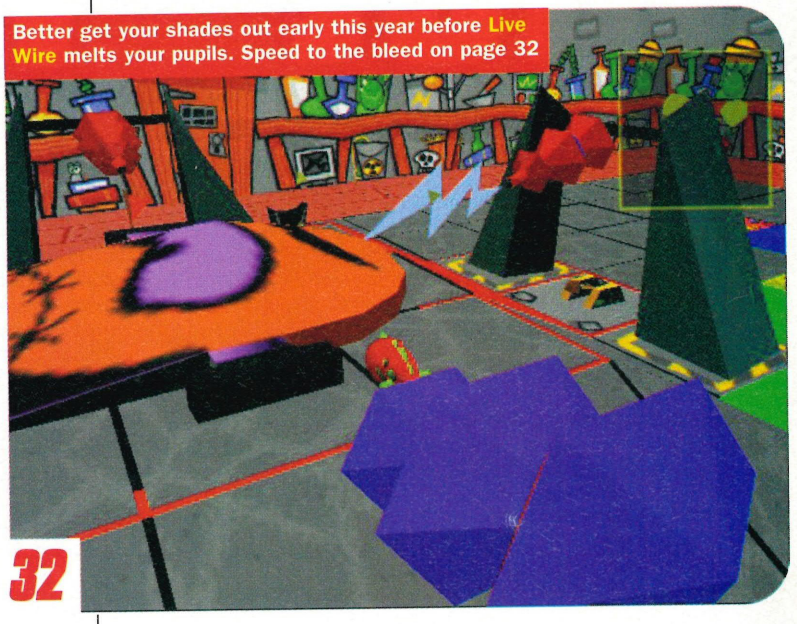
Take your hands out of those pockets, but still get to play with your balls in Pro Pinball: Big Race USA

26



Genetic engineering goes mental in Bio Freaks, check out the biological warfare within these pages

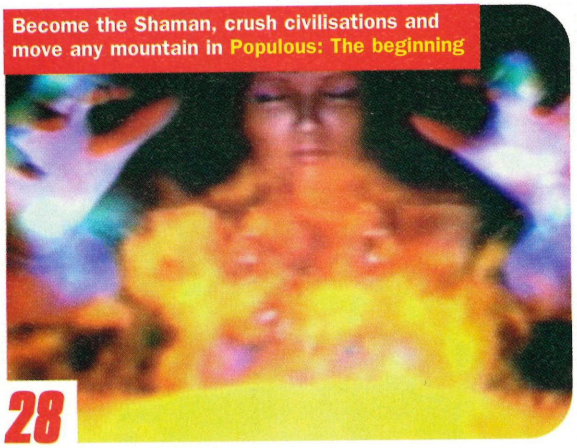
27



Better get your shades out early this year before Live Wire melts your pupils. Speed to the bleed on page 32

32

PRO REVIEWS



Become the Shaman, crush civilisations and move any mountain in Populous: The beginning

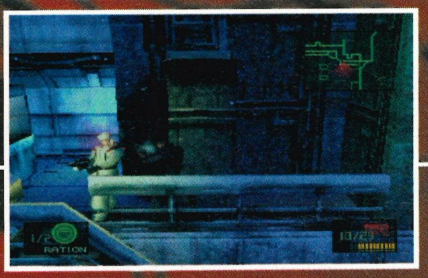
28



A blaster to illuminate, or is it best kept in the dark? Shadow Gunner comes under fire from the Pro team

33





The art of stealth takes a while to master, during which time you my find yourself surrounded by the enemy. There are three ways of dealing with this situation: run like the wind, shoot everyone, or crawl into a corner and pray that they disappear

Metal Gear



Once this game sinks its teeth into you, you'll need more than a tourniquet and the suck of a good woman to make it through the night

Metal Gear Solid is one of the greatest games you'll ever play. It has all the atmosphere of a full-on cinematic experience, the plot is deeper than the oceans and as the game's grizzled hero, Solid Snake, you'll become totally submerged in the action surrounding one of the most completely realised videogame characters there's ever been.

However, on loading this baby up for the first time, you'd be forgiven for feeling disappointed over the graphics. It's obvious that sacrifices have been made to increase the speed of *MGS*, but this unusual look gives it a style of its own. *Metal Gear Solid* uses a magnificent mix of Manga themes and dark science fiction, laced with such intense detail that it creates a totally different environment to the gaming worlds we're used to. The style is also vital to the storyline, a masterful plot that involves a ridiculous number of varied characters and more twists than a shop full of Curly-Wurlys.

ROBOT WARS

From the first stage of Snake's mission it becomes plain that stealth, intelligence and quick-thinking are the vital gaming ingredients. Snake is dropped unarmed into a lagoon outside a nuclear weapons facility, and is immediately faced with the task of creeping past the guards surrounding the building in the safest way possible.

The masterful plot involves varied characters and more story twists than a shop full of Curly-Wurlys

The control system allows for a veritable bounty of different moves, which gradually become available just when Snake needs them most. For the relatively simple task of getting past the guards, Snake can employ a number of stealth techniques, ranging from simply running past them when their backs are turned, to distracting them by tapping on walls and walking through puddles. Of course, the more adventurous could just sneak up behind the guards and break their necks, but this carries a heavy risk of attracting the attention of even more enemy Genome soldiers.

There's a mass of different weapons scattered about the field, starting with a selection of grenades (chaff grenades for temporarily blinding security cameras, stun grenades and proper painful grenades), moving on to a SOCOM Special Operations handgun,

ARMY OF DARKNESS

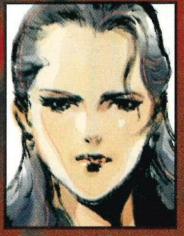
With a bigger cast than one of those dodgy West End musicals, Metal Gear Solid has a knack of totally confusing you. If Snake is to complete his mission successfully however, he must know who to turn to when things get sticky. Here's a handy pocket guide



Big Boss
Fox-hound's commander. Defeated by Snake Solid



Decoy Octopus
Member of Fox-Hound. Evil Master of disguise



Naomi Hunter
Trained in medicine. Medical chief of Fox-Hound



Liquid Snake
Ex-SAS soldier. Now, battle leader of Fox-Hound



Master Miller
Snakes survival instructor. Gives advice on strategy



Donald Anderson
Chief of DARPA. Worked in CIA for over 10 years on special operations



Otacon
Chief engineer on Metal Gear project. Weapons developer



Kenneth Baker
President of ArmsTech. Responsible for Metal Gear



Psycho Mantis
Used to be a psychic agent for KGB. Ruthless Fox-Hound killer



Ocelot
Ex-Spetnaz. Skilled with guns. Member of Fox-Hound



Roy Campbell
Ex commander of Fox-Hound. In charge of Snake's mission



METAL GEAR SOLID

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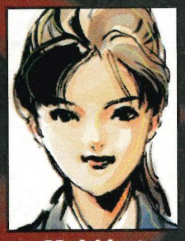
and then gradually onto heavier rifles and guns (and we are talking heavy weaponry here).

A lot of your strategy is based upon your selection of the right item to use in any given situation. To go into this in any more detail would ruin a lot of the surprises in the game, as half the fun of Metal Gear Solid is working out how to use your collected items.

EYESTRAIN AND EARACHE

Before and after each of Snake's sub-missions, he is called up on his CODEC by Roy Campbell, the commander of the mission. The CODEC is an essential item in Snake's inventory, a tiny implant that fits in his ear and allows him to converse with his colleagues. This is the medium with that many of the characters give information on the intricacies of the mission, and it also allows you to save your progress and call up Campbell for advice on how to solve a particular problem. It may not be totally plain which of your colleagues are actually on your side, but that's all part of the captivating fun of this incredible game.

If *Metal Gear Solid* were to be compared to a film, it's professionalism and depth could be compared to Star Wars, yet it has the look of an exceedingly well-planned low budget gem. There will always be gameplayers who would prefer not to explore the world of *Metal Gear Solid*, there's no room in Snake's town for impatience and a lack of concentration. But most of us would be hard pushed not to become totally immersed in the labyrinthine plotlines and stunning action situations that *Metal Gear Solid* has to offer PRO



Mei Ling
In charge of communication data processing, saves progress



Meryl Silverburgh
Niece of Roy Campbell. Doubts her military roots



Natasha Romanenko
Military analyst. Specialises in hi-tech weapons



Ninja
Details unknown. Carries Japanese katana sword



Jim Houseman
Minister of Department of Defence. Controls mission



Sniper Wolf
Highly skilled sniper. Uses bullets packed with mercury



Solid Snake
Ex Fox-Hound. Trained in all aspects of stealth and warfare



Vulcan Raven
Elite Fox-Hound soldier. Carries jet fighter Gatling gun

PRO SCORE

PRICE: £44.99
PUBLISHER: Konami
GENRE: Adventure

MUST BUY



Let's get one thing clear, this is not the ultimate game. There are faults in many aspects of Metal Gear Solid, the graphics could be considered less than perfect, the control system isn't immediately accessible and the cut scenes drag on. However, these elements of the game can also be regarded as plusses and, let's face it, there's so much here to like that they can be ignored without too much trouble. Metal Gear Solid is a brilliant example of how the PSX still pack a serious punch.

SAM

WHAT'S THE SCORE

GRAPHICS	9
SOUND	10
GAMEPLAY	10
LASTABILITY	10

10

PRO PANEL

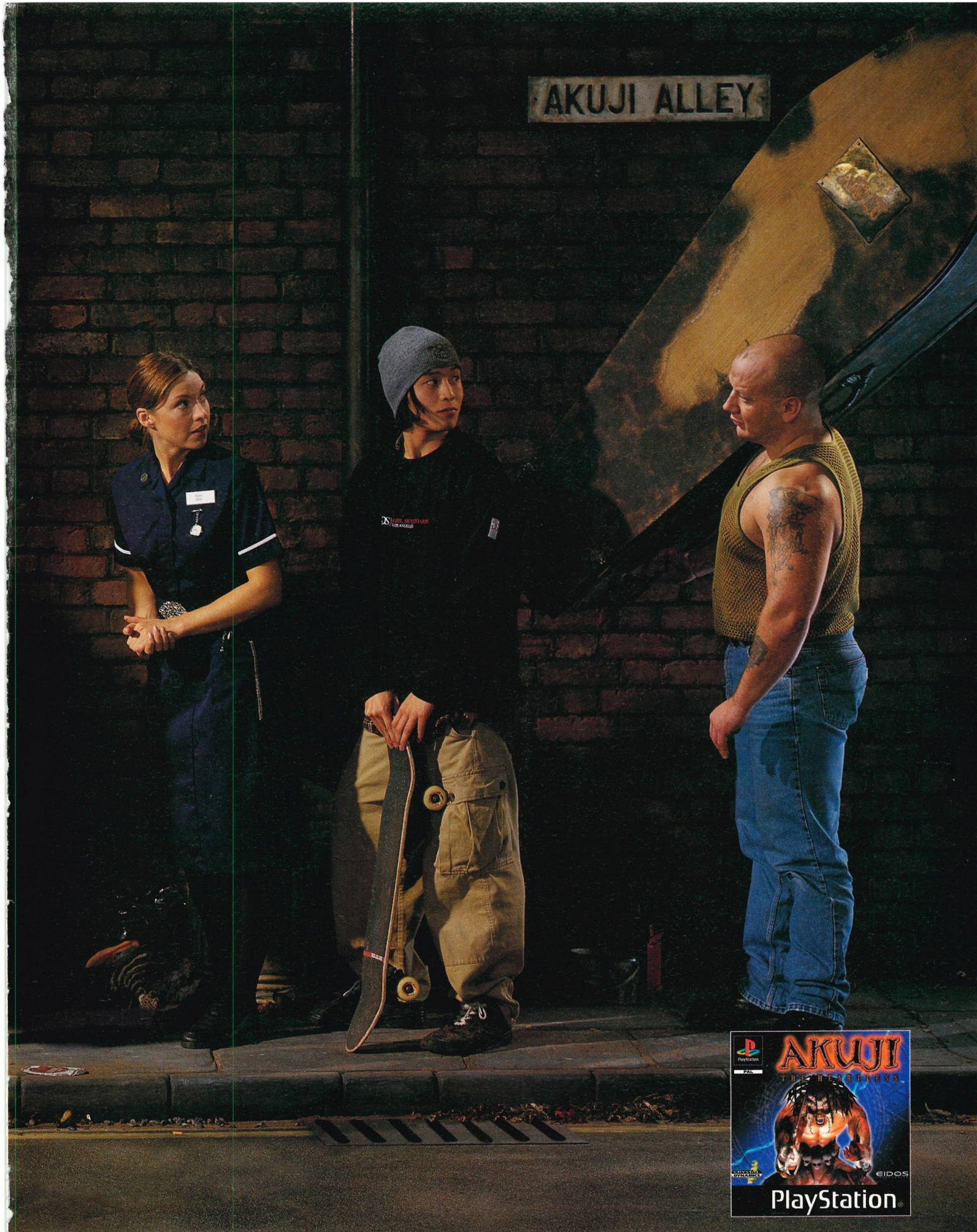
CHICKEN This is arguably one of the best games ever, let alone on the PlayStation. It's a monumental step in the history of videogames and should be worshipped like the God it is!

WILL In one mighty swoop, Konami have shown that the future of gaming is going to kick serious bottom. This is the nearest you can get to playing a Manga movie, so get it

JAMES Top secretive espionage stuff going on here. It's a fine game – more of an interactive movie – and I'd be a fool not to recommend that you sneak out and pinch it right now!

KAY Great if you're a stealthy type, but if you like to go in with guns a-blazing, you're gonna fall down at the first hurdle. Still, it's nice to be able to use different tactics in an adventure


WHAT ON EARTH'S POSSESSED THEM?
Goat Line
666
"This game is wicked"
OFFICIAL PLAYSTATION MAGAZINE
PlayStation



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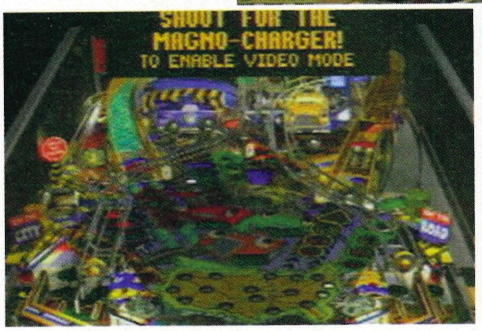


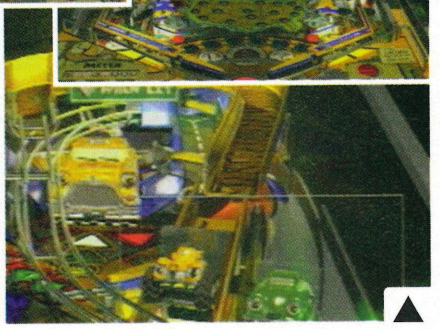




Interesting and diverse screenshots, they said. Well, here's the entire game "uncovered"







The "study table" feature is about as useful as tits on a bull to any poor soul who buys this stinking pile of festering shite

Pro Pinball

Big Race USA

Flipping balls has never been so pointless (or so my girlfriend keeps telling me)!

It's amazing how much you can say about a pinball simulator, considering that they nearly all boil down to ball dynamics and the playability of the tables. Take *Pro Pinball USA* for example, the ball's movement is as realistic as you can get, while the table is a dark dingy and unforgiving place, painted in drab colours and duller than a guided tour round a salt refinery.

It's not that the table doesn't have any features, but when you're busy plotting the course of a steel ball that's ricocheting around at mach three, it would help if you could see what was going on. So, those are the two main points covered, but P*ro Pinball Big Race USA* has so much more to give.

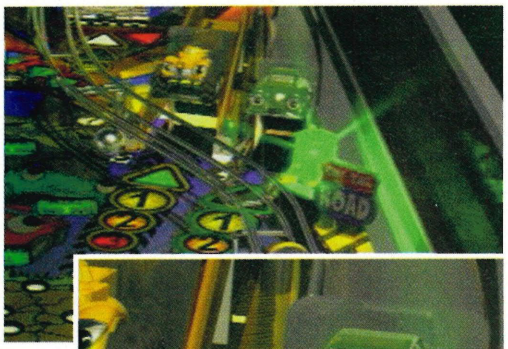


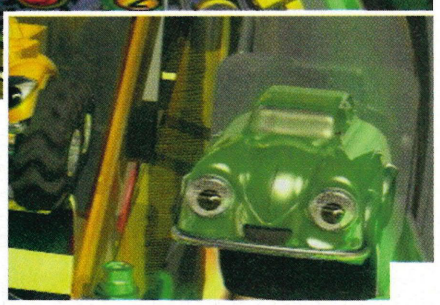
The options menu takes more piss than a pub toilet at happy hour. You can set the angle, choose between knackered and spanky new tables and even study the features on a huge map of the machine. With all these less than important features, it's strange that you can't play on a scrolling table. You're just stuck with a single eye-watering hi-res screen and even a Swiss army load of fancy gimmicks can't excuse this lack of extra tables.

TABLE MANNERS

The amount of pinball you get for your £35 is pathetic. One table, no matter how many features it includes, is just not enough for a PlayStation game. You could embark on a real pinball pub tour, get a few beers and play on a wider variety of machines than are on offer here. So why would you opt to waste cash on one single table where they don't even serve a decent pint of draft Guinness?

If this were a real table in the local Dog and Duck, you wouldn't touch it without having surgical gloves and a tetanus injection. Stick the same table onto a PlayStation, far away from distractingly fit barmaids, and you're left with a truly tragic game PRO





Hi-res, highly pointless and high-up on my list of games that need to be put in a sack and drowned!

PRO SCORE

PRICE: £34.99
PUBLISHER: Empire
GENRE: Pinball

AVOID!

MEMORY CARD | TWO PLAYER

A deaf dumb and blind kid could probably find something that makes Pro Pinball worth a rent, but then again they could splash some Blue Stratos over the CD case and would like it because it smelled nice. Those of us who don't rely on sense of smell alone will see that Empire have focused too tightly on making a realistic simulation and have forgotten that pinball is meant to be fun, not a lesson in being a geek.

WILL

WHAT'S THE SCORE

GRAPHICS	6
SOUND	5
GAMEPLAY	6
LASTABILITY	3

4

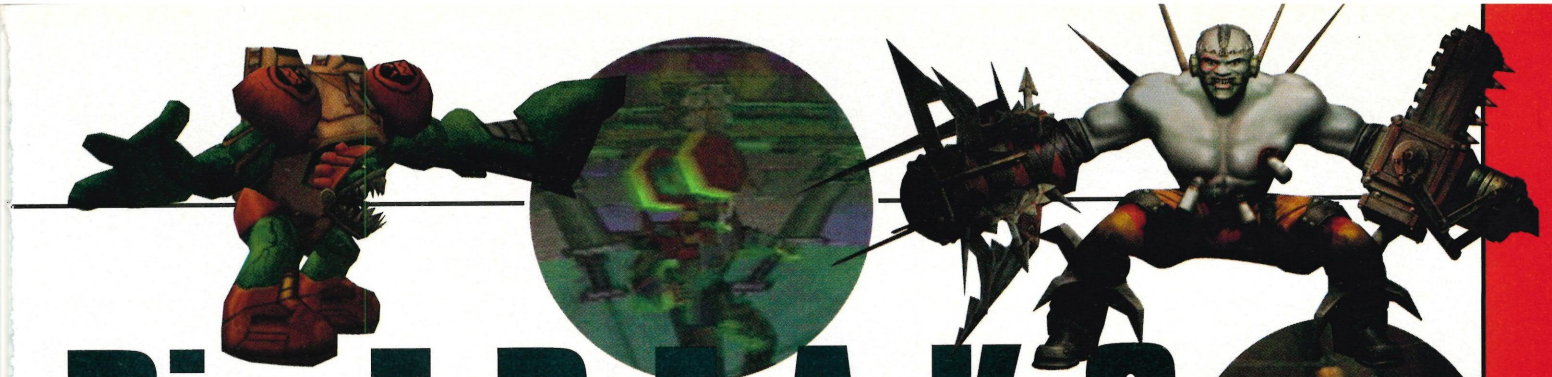
PRO PANEL

CHICKEN I quite like pinball games, but that may be my Amiga heritage showing. I think Will's been harsh here and personally would have given it a bit more. But he is Welsh!

SAM Anyone worth their salt knows that pinball is only worth playing on a real table. The obvious advantage of console versions is the variety of tables available. This has one

JAMES You'd either have to be an agoraphobic table top addict, or a pre-pubescent blandster to find anything worth 35 dabs here. Get yourself down the pub instead eh?

KAY Much as I like playing with balls (mmm-mmm), this is about as tempting as a dose of the clap. If you're thinking about buying this, forget it and get your ass to the arcades



Bio F.R.E.A.K.S.

The giant corporations of Neo-America are descending into the realms of all-out war. It's time to step outside for a few words

You have to feel sorry for any software house wishing to assault the beat'em-up arena these days. As far as competition goes, the PlayStation is flooded with the best of 'em. All manner of kicking, punching, slashing, stabbing, slapping and beating with big wooden sticks is available in the huge number of beat'em-up titles stocked at your local emporium.

To thrash the big boys, a new beat'em-up has to have either a hell of a lot of style, or has to be fast enough to provide a challenge to the hardened armchair fighters that sit rooted in their bedrooms around rooms around the world. *Bio F.R.E.A.K.S.* unfortunately, just falls short of both of these.

DUELLING BANJOS

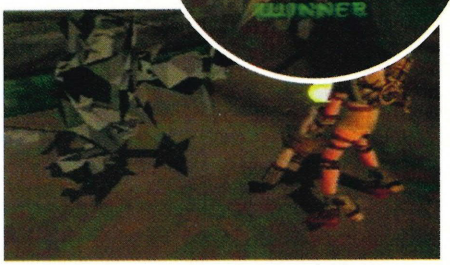
Set in a bleak future, *Bio F.R.E.A.K.S.* puts the player in the mixed-up shoes of eight totally different *F.R.E.A.K.S.*, with another two tucked away as hidden characters. The story goes that the *Bio F.R.E.A.K.S.* were created by numerous giant American corporations to protect and serve. As the corporations degenerated, following the collapse of the economic system, the war of the *F.R.E.A.K.S.* escalated until it had to be controlled. The clones and genetic pizzas used to guard the companies' wealth were out of control, and their wars had to be fought out within the walls of an arena to contain them.

The characters are as varied as you can get, ranging from the high-speed metal chick Delta, to the might of the robotic myth-monster Minatek. Each *F.R.E.A.K.* has its own collection of special and death moves, a mixture of devastating weapons and a jetpak. The inclusion of this jetpack means the players can flick about the 3D arena making full use of the space, and it's this unusual feature that manages to put *Bio F.R.E.A.K.S.* in a genetically made-up genre of its own.

However, whilst adding enough innovation to warrant a considerable quotient of respect, the game's overblown plot and confused style puts a damper on the chance of this fighter becoming a classic. The trouble is there's just too much going on.

For all the thought that's gone into designing the characters and the arenas, none of it gels together. What you get is a half-decent beat'em-up engine wrapped up in a colourfully confused flesh of over-the-top action and flickering polygons. It's a shame PRO







Each of the arenas has its own level of architectural advancements. Some have ledges up the walls, so the characters jetpaks will come in handy for getting one over on the opposition

The cast of characters is varied enough to create some bizarre situations. Even though the humans look less likely to win, they often gain the upper hand with a fine selection of weapons at

PRO SCORE

PRICE: £29.99
PUBLISHER: GT Interactive
GENRE: Beat'em-up

RENT IT

ANALOGUE | MEMORY CARD | TWO PLAYER | PRO | PRO

With the ridiculous amount of beat'em-ups in the shops today, it takes a game of real quality to beat the competition. Unfortunately, Bio F.R.E.A.K.S. doesn't quite make it due to its over-executed ideas and ridiculously over-the-top graphics. On the plus side, there is a very effective gore content that would make Mary Whitehouse turn in her strait-jacket, but this just comes across as a way of covering up the shite. Alright for short-term fun, but you can do a lot better.

SAM

WHAT'S THE SCORE

GRAPHICS	7
SOUND	7
GAMEPLAY	8
LASTABILITY	8

7½

PRO PANEL

CHICKEN The review copy of this was hard to get hold of which usually means very bad things. As it turns out, Biofreaks is "alright" – Not good, not bad, but possibly worth a look

WILL If the control system was less of a stroppy cow, this would have been quite fun. The ideas are all there but it lacks an overall wrapping of smartness. Best avoid.

JAMES Slight originality doesn't compensate for tricky controls and uninspired gameplay. Most beat'em-ups are worth a quick dabble, but I hate this. Please, don't freak me baby

KAY Despite one or two novel ideas, this is a real letdown of a fighting game. Fine for a sneaky peak, but it'll fail to impress hardcore fighting fans in the long run

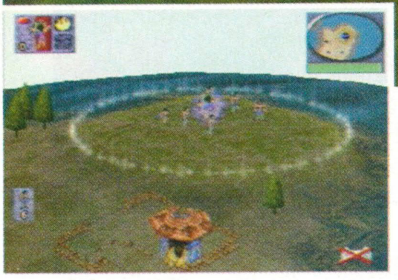
Populous:

Get back to nature and train yourself to win battles and conquer worlds without gunpowder getting up your nose

When it comes to innovative real-time strategy games, forget combat pants, bovver boots and APCs and get your mind working on the concept of spiritual warfare. Yes, with camouflage and tanks are fast becoming an outdated experience, it's time to experience tactical gameplay from a very different angle in *Populous: The Beginning*.

What better way to do this than taken by the hand and led by a lovely lady? Don't worry, I don't mean me (although for a price, it can be arranged) – I'm talking about a shaman, who is your guide to all things mystical and the ruler of her own tribe. By controlling the wise and wondrous wench, you get the chance to work through the missions that are tossed your way. It's magical and mysterious mayhem, and that's without even a sniff of Paul Daniels.

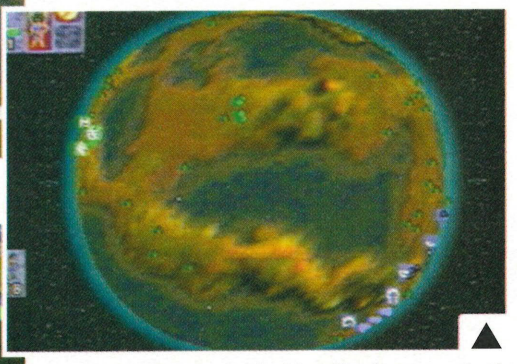






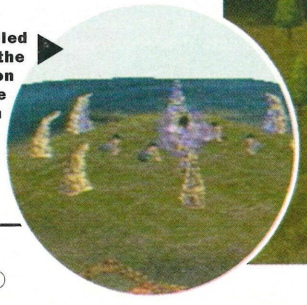


When it comes to building settlements, there are always plenty of arsecrack-flashing fat bastards to help you



Pinpointing your desired location is easy – simply press select, move the world around and zoom in





If you're killed in battle, the reincarnation site is where you'll return



SPELL CHECKER

The object of *Populous* is simple: all you have to do is to conquer each of the worlds in turn, building up settlements and overcoming the powers of any rival shamen you'll come across. However, this is where *Populous: The Beginning* breaks the mould as it's not simply a case of getting your tanks and troops together, rampaging rival camps and blowing the ass off the other side. Okay, so some rampaging is involved, but you have to plan your movements carefully, but work out the best way to launch an attack.

As you might expect from a game that is based on ancient tribes, your weapons aren't just your average artillery of guns, bombs and grenades. Instead, attacks are carried out using a mixed bag of spells you acquire throughout the game (usually by worshipping various stone icons and











The Beginning

discovering the many secret crypts).

These indispensable magic gems range from lightning bolts to bee infestations, but all are guaranteed to be 100% natural. With a little tactical thought these can be mixed to form a potent and heady pot pourri of power to present to the enemy (turning your shaman into a mystical version of Delia Smith, if you will).

IN THE MOOD

Creating the right atmosphere is all-important in strategy fests, and it's here that Populous comes into its own, treating you to some fine sights and sounds. Although the various screams, grunts and chants from the shamen in their various states of building and battle resemble the Women's Institute involved in a sticky and serious mud-wrestling grudge match, the rest of the in-game noises really draw you into the action. Even when new comrades are born, a baby's cry can be heard from the birthing hut, even if they do they emerge into the world as fully-grown men.

It's not just the sound effects that get you into the mood for some spiritual arsekicking – *Populous* dishes up some fine visual treats which, although aren't the first thing you notice, definitely give the whole scenario both character and atmosphere. For example, whenever a follower is flicked off their mortal coil, you get to see their souls float up into the air and off to be dealt with the great commandant in the sky.

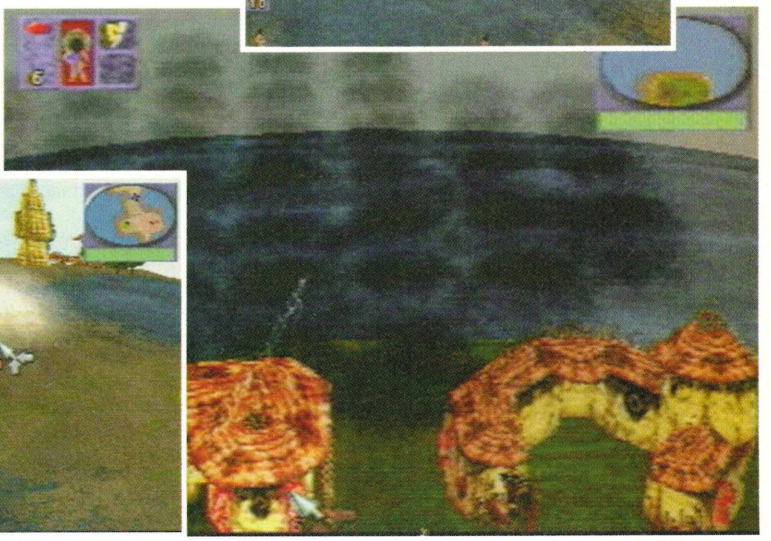
Although this looks to be a completely useless feature, it's very satisfying to see the defeated ones disappear off into nothingness (unless it's your army that are slowly being picked off, in which case it's pretty gutting). Other nuggets of eye-candy include the giant aura exuding from a shaman after she's reincarnated, scaring the shit out of any shady delinquents that happen to be attacking your settlement at the time.

Of course, the largest and most noticeable bonus to *Populous* is that the entire landscape is presented to you in a palatable dish of technicolour glory. This not only immerses you in the virtual environment, but also lets you to scroll around each area to pinpoint and zoom in on any potential troublespots. However, if you do get yourself disorientated during a particularly frenetic ▶





The battles resemble the Women's Institute in a sticky and serious mud-wrestling grudge match





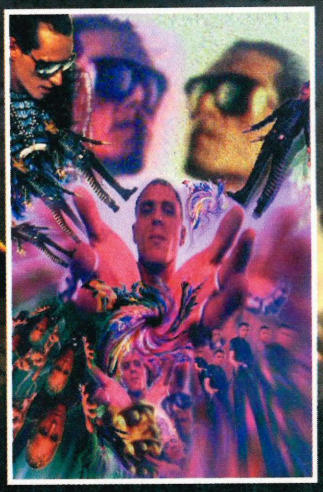


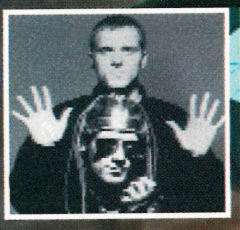
◀ **Populous: The Beginning has spells that will knock your socks off, including this awesome volcano effort**

FAME AND SHAME(N)

If you're not sure what these shaman-types do, then don't worry, because you're not alone. An ancient belief which involves dancing, healing and worshipping the Earth and all its natural accoutrements, shamen believe that the universe is 'the great spirit' and that even ants, mud and fungi are sacred (of course, this varies from place to place).

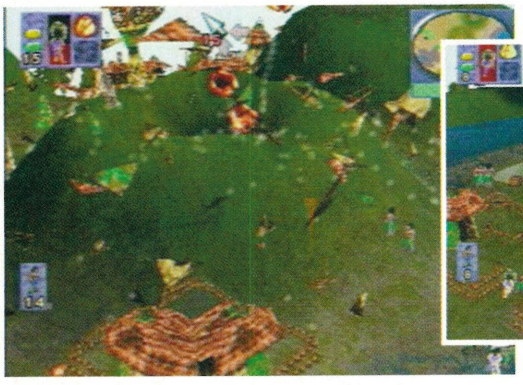
However, if you're not interested in all that tree-huggin' hippy crap, spare a thought for a certain Mr. C and his buddies. Once gracing the pop charts with techno dance 'classics' such as Ebeneezer Goode and Phorever People, the band formerly known as The Shamen have recently split up after several years of being in the musical wilderness. And in true pop tradition, last reports of renowned DJ Mr. C involved him doing summer seasons (well, regularly spinning his discs) in the various low-key clubs of Devon seaside resorts. Well, that's the fickle world of showbiz for you.



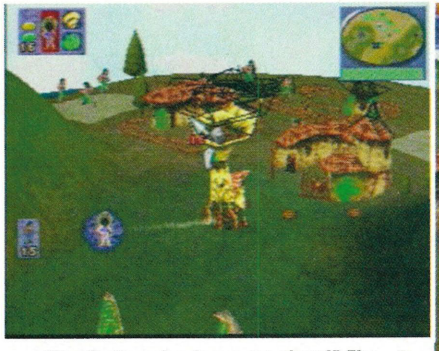














"For God's sake, leave me alone!" The shaman beats them off with a shitty stick

▶ skirmish, you're able to zoom out and get a view of the whole world, allowing you to get your bearings, take a deep breath and organise your tactics before getting back into the thick of it.

EARTH MUTHAS

As you progress through *Populous*, you'll find that there's not just a single band of baddies that your shaman and her clan can come up against – up to three other tribes are out to grab you by the scruff of your neck and give you the thrashing of your life, particularly when you reach the final level. However, if you've mastered the art of tactical planning, spell selection and blending and basically getting your timing right, you'll have no trouble in retaliating against these heathen horrors.

On the other hand, if you've struggled through by the skin of your teeth, help is at hand in the last level, thanks to a pretty nifty Armageddon spell. All you have to do is to fire it off in the right direction, sit back and watch the blood spurt as everyone is carried off into the next life. Sounds sick, twisted and inhumane? Well, it saves you the trouble of getting your hands dirty (well, hot and sweaty at least), and anyway, don't you just love that stuff?

Basically, if you fancy a change of pace from previous incarnations of strategy games, you're bound to love *Populous: The Beginning*. There's more to ponder upon and more than one way to reach the climax of the game (and ultimately, wield your rod of power over everyone).

It'll drive you mad and keep you occupied for absolutely hours, but you're guaranteed to feel satisfied, knowing that you've conquered the Earth using only the beauty of nature to help you. Far out, man! PRO

PRO SCORE

PRICE: £44.99
PUBLISHER: Electronic Arts
GENRE: Strategy

MUST BUY

MEMORY CARD | ONE PLAYER

IT'S fair to say that Populous: The Beginning is a pretty awesome effort. As well as being a new and exciting twist on the strategy genre, it'll keep you spellbound if you've got even the tiny interest in the mysterious world of the occult. It's rivetting stuff for any tactical tyke, with plenty to do and set your mind to. And the best thing is, it's a refreshing change to know that there's not a caterpillar track or a khaki keck in sight.

KAY

WHAT'S THE SCORE

GRAPHICS	8
SOUND	9
GAMEPLAY	9
LASTABILITY	9

9

PRO PANEL

CHICKEN A quality game that no self respecting sim fan should be without. It'll have you up until the early hours, trying to progress. A great achievement for the PlayStation

JAMES The Command & Conquer hardware is missing, but overall this is a much better bet for any self proclaimed leader of men. A quality God-fearing game that can't fail to impress

SAM The absence of Mr. C. suggests that this brilliant, Shamanic release is well worthy of its score. There's a hell of a lot going on both on the screen and under the surface

LEWIS A red-eye burning game that you simply won't be able to put down. Full of earthy goodness without a single Hippy in sight. But do you really want a woman ruling the Earth?

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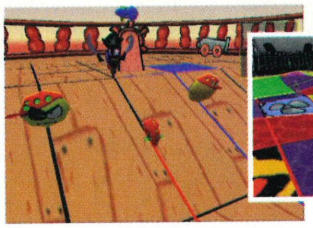
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Live Wire

Stick your wick in a wall socket for fun do you? You should give this a try; it's not quite as electrifying, but every bit as lively

The second that *Live Wire* boots up, it's instantly obvious that your eyes are going to shed more claret than a bunch of Russian royals after an intense game of Kalashnikov roulette. Primary and neon kaleidoscopics don't tend to be too easy on the old iris' do they? Not to mention your brain – just look at Rolf Harris. A prime example of what over exposure to an eye-melting palette can do.

MADE FOR SHADES

Live Wire is brighter than a pair of Shane Ritchie's Y-fronts, though there's probably less of a hum and it'll no doubt get more female interaction than the Daz doorstep challenge man's own fluorescent underwear. *Live Wire* is a fast moving arcade/chase/strategy game that is perfectly suitable for both of the sexes, but it's tailor-made for female gamers, having the same kind of appeal as say *Tetris* or *Snake* (which my girlfriend constantly abuses while running down my mobile battery!).

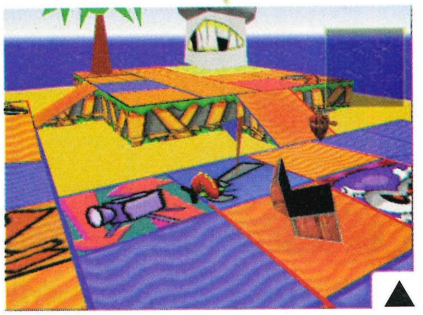
The principal is simple, you zip around the game area on a network of tracks that form a grid network of tiles, and the idea is to claim these as your own by surrounding them in your designated colour, a trail of which is left behind you at all times. When the timer reaches zero, if you have more tiles painted in your colour than any of the three enemy gits, you win. Simple eh? Well hang on a minute, nothing's that straightforward these days!

OUT ON THE TILES

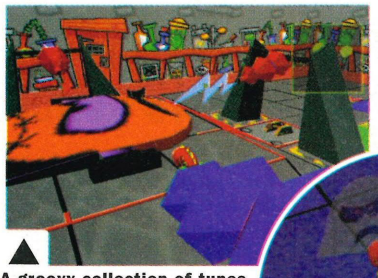
There're a wealth of well designed pick-ups scattered around each of the 50 fun fair, haunted house, oceanic, wild west and space themed levels, most of which are designed to help you acquire more tiles or hinder the rest of the square-hungry buggers zooming about like ferrets with their arses on fire.

The problem is that your enemies can use all of the pick-ups too, and these little chilli pepper freaks need no encouragement to use a 'fill' or 'wave' weapon to transform all of your hard earned handiwork into a shade more in touch with their own tastes. And it always happens when the game clock's left with about 10 seconds on it. Arse!

Frustrating to the point where determination for victory takes precedence over the not-so-varied gameplay and uninspiring graphics, *Live Wire* is a game that has that one-more-try feel to it, though the difficulty level isn't set all that high, so I can't see it taking too long before boredom sets in. It's a good laugh in two-player though and well worth a look for some not-too-demanding pacey brain bending PRO



The picture squares all contain useful pick-ups, but they are quickly spent – so do your best to find the concealed bonus squares as well



A groovy collection of tunes and mixes from top DJ Alistair Whitehead perfectly complement Livewire's intense graphics and high tempo gameplay



The shots don't convey the speed of the action very well, but believe me it's a frantic scramble to attain tiles right up to the very last second



PRO SCORE

PRICE: £34.99
PUBLISHER: SCI
GENRE: Misc

BENT IT

TWO PLAYER | MEMORY CARD | SPLIT SCREEN

The learning curve here isn't that great, which makes the 50 levels repetitive rather than a number to be creaming over. However, it all gets a little stale after a while, though the simple but challenging gameplay will entice you back many times before you'll reach breaking point. It's an acquired taste that, to be honest, I can't see washing that well with the vast majority, but nevertheless, Live Wire is a humble game that does enough to keep you switched on.

JAMES

WHAT'S THE SCORE

GRAPHICS	6
SOUND	9
GAMEPLAY	7
LASTABILITY	6

7

PRO PANEL

CHICKEN I found Live Wire more than a little frustrating, but it has a retro heritage that will appeal to older gamers while being easy enough for youngsters to play

SAM Whilst the soundtrack is top notch, its not like Painter was a classic game in the first place. There was really no need for this re-hash and its psychedelic decor will drive you crazy

LEWIS Playing this game will turn you bloodshot, bug-eyed and blue with fury and frustration. A lot like that critter over to the left. It's not a game I could recommend

KAY Hello? Has somebody slipped some LSD into my coffee? Looking at this made my eyes bleed, but at least my ears were soothed by the cool tunes. For serious puzzle fiends only



Shadow Gunner

Mega corps have taken over the world and it's your job to give them a good kicking – Bill Gates be warned, it's pay back time



That big red beastie has been staring at me all night. Who does that Queen think she is? I'm twice the dancer, and these breasts are real!

Why can't the future be a nice rosy place where animals talk, old people don't smell and everyone knows your name? Well, because that would be a world full of lentil grazing hippies, wicker furniture shops and new age music and it would suck more than a cinema full of cheerleaders. Give me polluted rivers, sinister corporations and 80-foot robot killing machines any day.

Shadow Gunner tries to satisfy my sad Iron Maiden album cover fantasies, but fails badly, making me reach for the panpipes and start learning all the verses to Kum Ba Yah. What a shame, things could have been so different. The game's premise is sound enough, take your heavily armed battle droid for a spin around enemy territory and introduce them to the business end of your plasma projector. What more could a shoot-em-up fan want?

Well, for a start, wouldn't it be nice to actually have intelligent enemies that chased you out of their designated areas? How about controlling a robot that doesn't combine the outward "hard" appearance of Robocop's Ed-209 with C3-PO's overt campness? Wouldn't it be nice if the combat system didn't punish you when you stopped firing by switching from tracking to mincing mode, making you confused and vulnerable? Yes, it would, but as Cleopatra so aptly sang – life ain't easy, it's a real bitch.

TAKING THE METAL MICKEY

The missions generally involve you taking out key installations such as anti-aircraft sites, supposedly to allow airborne attacks. Funnily enough, when you do take out the anti-aircraft guns and allow your bombers through, you still lose points for not destroying all the enemy buildings, so what exactly are the bombers doing up there? Not bloody bombing that's for sure!

Shadow Gunner looks like it was made in 1994 and plays like it wouldn't have turned even the twitchiest of heads way back then. It's sad really; The big armoured robot genre is in desperate need of a quality title, but this pile of molten wreckage ain't it PRO



Green is this season's colour to be seen in. It goes with everything, and girlfriend let me tell you, it is so easy to accessorise

PRO SCORE

PRICE: £34.95
PUBLISHER: UBI SOFT
GENRE: Shoot'em up

AVOID!

ANALOGUE | MEMORY CARD | ONE PLAYER | PRO | PRO

Shadow Gunner is quite simply the Anti-Christ of the robot warrior genre. It takes all that made Sony's Armoured Core any good (and we're not talking very much here) and banishes it to another dimension, leaving an emaciated game that should be avoided at all costs. I'm not kidding! It's the sort of game that Iraqi secret police could use instead of gonad torture. Save your money and get a mate to punch you really hard in the nuts, you'll have more fun.

WILL

WHAT'S THE SCORE

GRAPHICS	5
SOUND	6
GAMEPLAY	3
LASTABILITY	2

4

PRO PANEL

CHICKEN This seriously isn't up to much. Even though Will's a bit weird he's spot on with the mark here. There seems little point in releasing stuff like this to me

SAM This is serious high-grade poo. There've been plenty of attempts at this kind of thing in the past and they never seem to come out any better. It's time to change the record

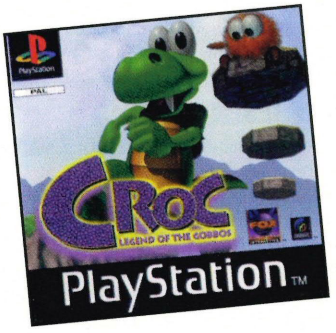
LEWIS I agree with Chicken totally, although I think everyone's being a bit harsh on the game. At full price this is taking the piss, but it'll makes a decent brainless night's rental

KAY Quite simply, a pile of metal-arsed shite. It's far from original and bored me to tears within minutes, making me thankful that the game wasn't longer. Steer well clear

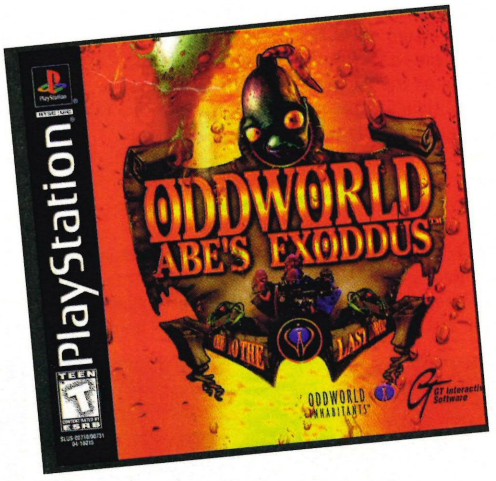
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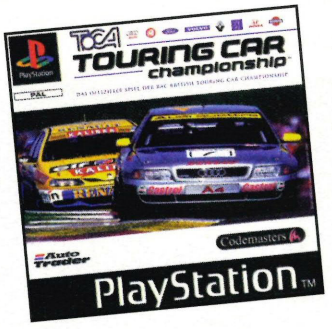
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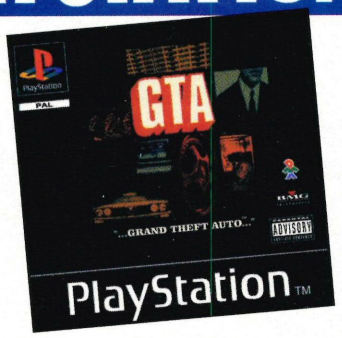
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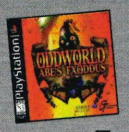
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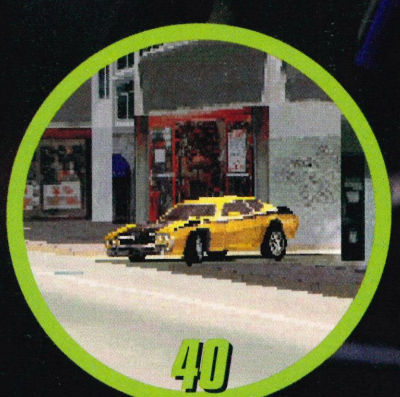
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EXPOSURE

Driver 40
RC Stunt Copter 44
Prince Naseem Boxing 48
Gex: Deep Cover Gecko 50







There's a tasty bird on the cover this issue, and more drool worthy console candy has been accumulated in the Exposures section too. With 12 pages dedicated to the like of Driver, RC Stunt Copter, Prince Naseem Boxing and Gex: Deep Cover Gecko, you're getting away with a high flying, hard hitting undercover look at four of '99's most wanted games before anyone else.

As if that wasn't enough top notch game gear to be getting on with, we've also packed the Prospects zone full of treat titles that'll be coming your way in the next couple of months. Sample Beat Mania, get a taste for the unnatural with Konami's Silent Hill and prepare for Namco's ace Smash Tennis 2. Asterix wings in with all the gall of a well-hard French bloke, and the Rugrats get set to toddle into town.

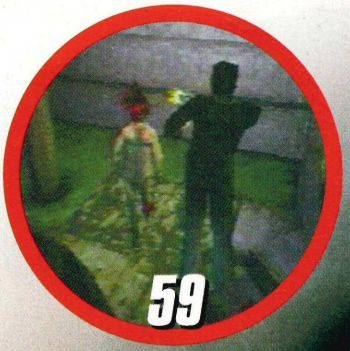
Twisted Metal is making a return again and you can find out what to expect next from this popular series on page 63, before checking out GT Interactive's conversion of the Orson Wells' classic, War Of The Worlds. Grolier's Tank Racer is the heavy artillery bringing up the rear, but then you know we've always got your backs covered when it comes to bringing you stuff first.

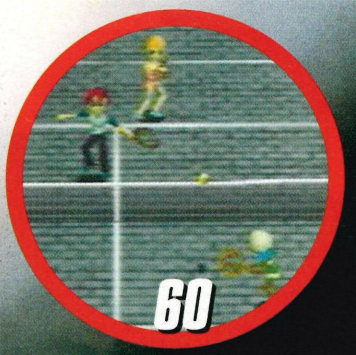
Well, that's enough from me for now. Better be making tracks then, we're all off to see who can get tanked up the fastest.



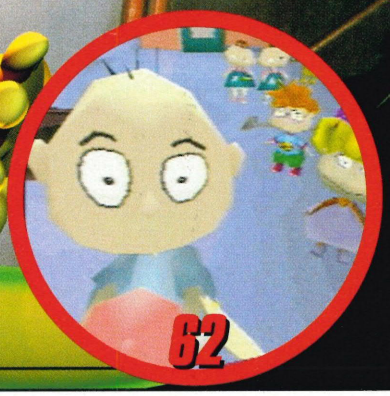
James Cannon
Reviews Editor

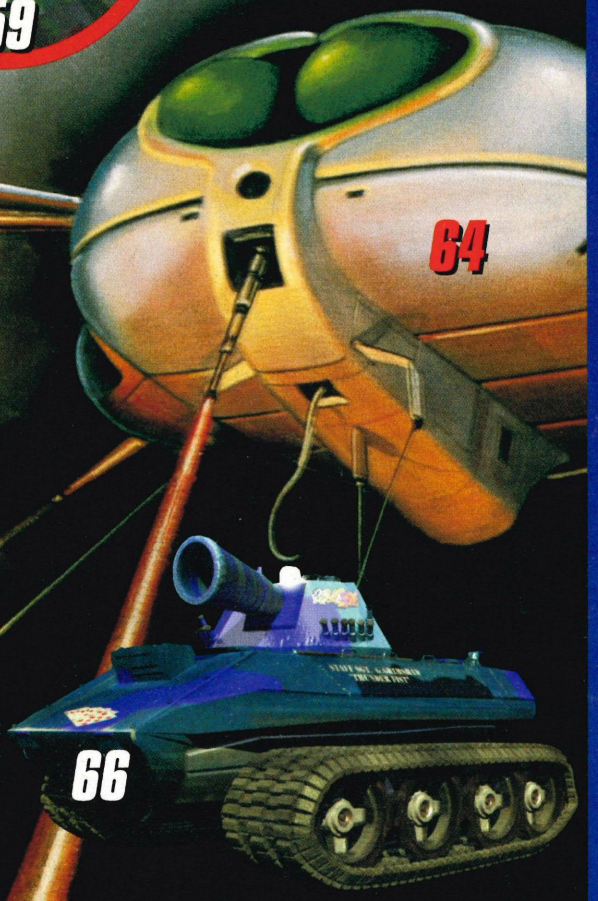
















PROSPECTS

56	Rollcage
58	Beat Mania
59	Silent Hill
60	Smash Court Tennis 2
61	Asterix
62	Rugrats
63	Twisted Metal 3
64	War of the Worlds
66	Tank Racer

Hot wheels moves out of toy town and onto your TV screen in this Starksy And Hutch car-chase re-run. Do you keep the cops off your tail, or lead them a merry dance long enough to make a cool replay? It's your call fly guy, as you're very much in the driving seat

DRIVER

A BASS line deeper than Barry White's last bowel movement and funkier than Jamiroquai's Y-fronts kicks in with all the menace of a Lex Luthor masterplan. The horn section booms out a ferocious fanfare tribute to law enforcement just before the main guitar riff begins its stuttered wacka, wacka, wacka...

It's the seventies, but there's no De Lorean in sight. Instead, we have Ford Mustangs, Buick Skylarks, Dodge Chargers and GTI Capris all tear arsing around the western world's inner cities with a reckless disregard for road traffic laws, their swampy tan leather jacket wearing, Harry Hill collared occupants sporting the latest line in the Rory McGrath perm and designer sideburns. Flares? Indeed, but we won't go there.

We are of course talking about the old undercover cop shows that had every kid wishing they'd been born a Bodie or Doyle instead of Jeremy, in the same kind of way all 10 year olds in the eighties wanted a mohican, a mass of gold chains and a backwards baseball cap. The music, the car chases, the thrill of it all are the inspiration behind *Driver* from *Reflections*.

DRIVEN BY DESTRUCTION

Their PlayStation introduction came in the shape of the classic *Destruction Derby*, helping *Sony* shift a major amount of units, so *Reflections* have a sound knowledge of both the machine and how to accurately recreate car physics in a realistic and, more importantly, enjoyable way.

Driver, originally planned to be the company's second major PlayStation release, but put back due to the massive demand for a *DD* sequel, is another run about that more than justifies *Sony's* dominating stranglehold of the console market.

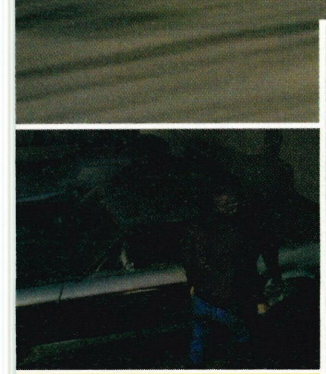
Pro was lucky enough to visit *Reflections'* HQ in Newcastle to get an exclusive look at how the game's development is going, and to our delight we can report that the finished product will be screeching into a store near you very soon indeed.

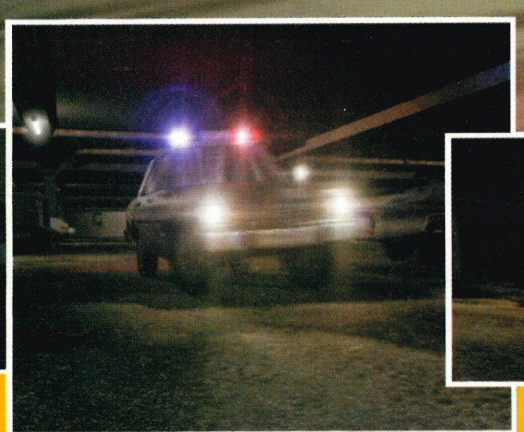
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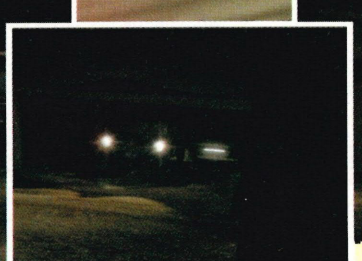
Obviously, the planned Christmas deadline has already passed, but *Reflections* are now on track to meet *GT Interactive's* (*Driver's* publisher) planned March 26th on-sale date. So why the hold up? Martin Edmonson, *Reflections'* Managing Director happily explained why this criminally good release has taken longer to arrive than first expected.

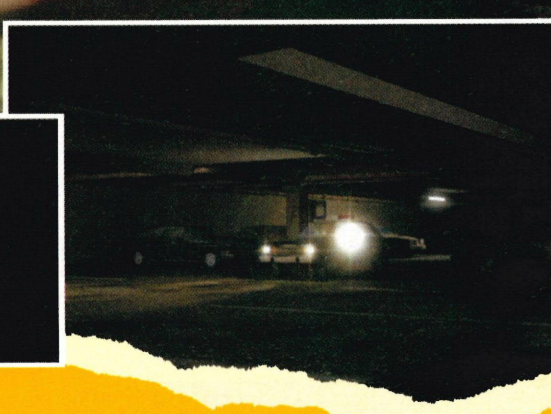
"Well, in any normal racing game the track is a loop that joins back on itself and you have a very strict field of vision, you're not really interested in what's half a mile in the distance. With *Driver*, the real programming headache has been the fact that you can drive anywhere you want to in the game. There's around 20 to 30 miles of road in each city and 150,000 buildings."

This gives you some idea of the amount of ▶

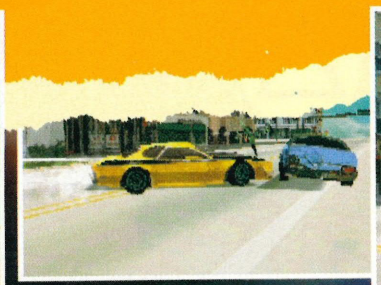


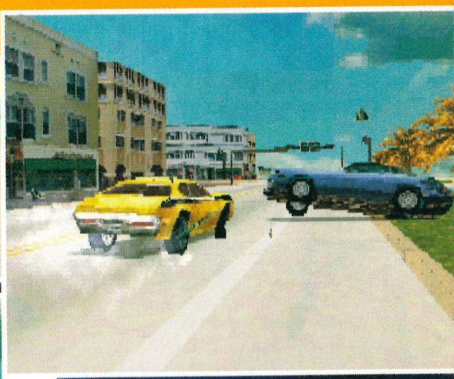


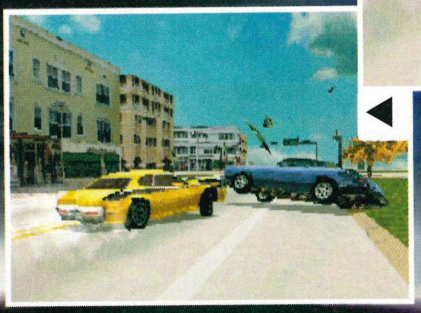






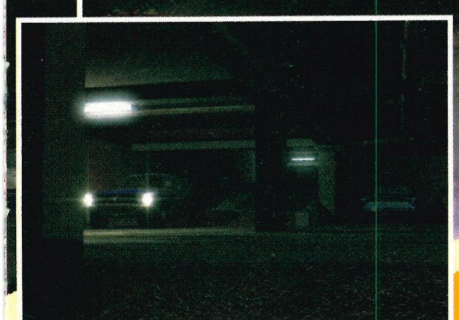






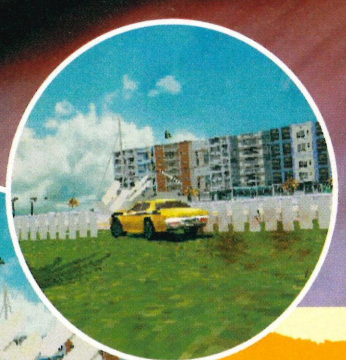
The collisions are awesome, and the crash damage wildly impressive. The graphical detail is superb also, even the underside of this car looks like the real thing

After getting his new ride via the local hotwire and mart's multi-storey, it isn't long before Tanner is attracting attention from the law





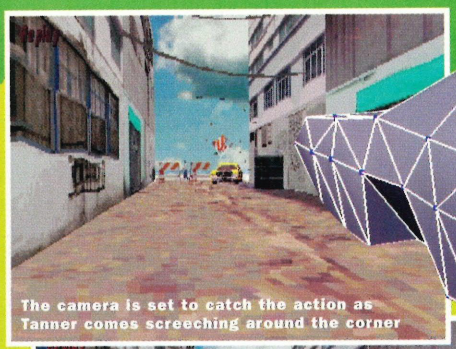




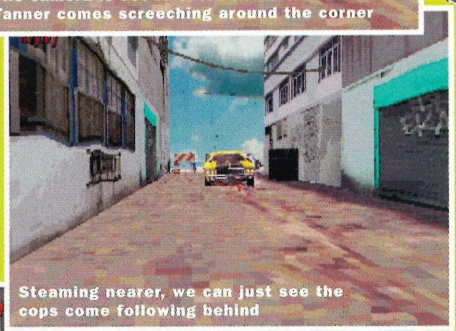
Ah! The American dream – white picket fences and a new car in every garage. Well, careering across the lawn in this case

EXPOSURE

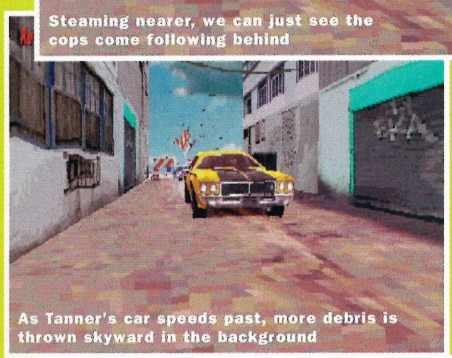
BACK ALLEY RALLY



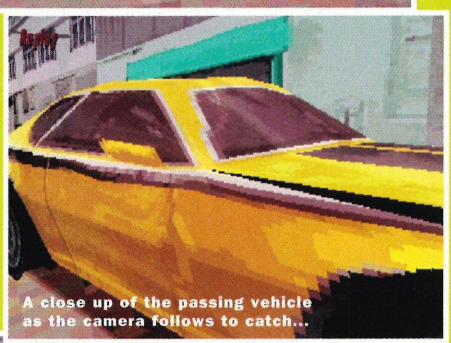
The camera is set to catch the action as Tanner comes screeching around the corner



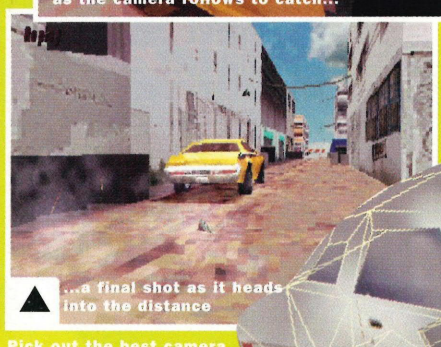
Steaming nearer, we can just see the cops come following behind



As Tanner's car speeds past, more debris is thrown skyward in the background



A close up of the passing vehicle as the camera follows to catch...

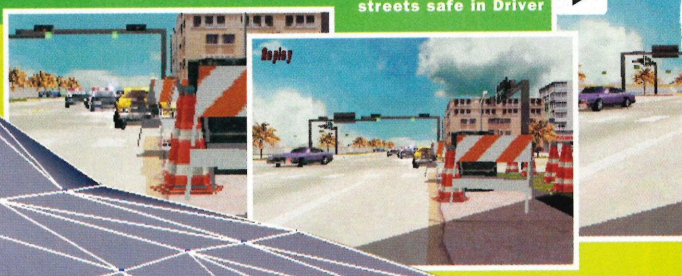


...a final shot as it heads into the distance

Pick out the best camera positions for your replays and scenes like this will be plentiful

DEMOLITION DERBY

Breaking the law is all part of keeping the streets safe in Driver



freedom you'll be experiencing in each of the four amazingly accurate cities where your cop-cum-criminal will be doing his duties. Miami is currently getting the finishing touches whilst the construction of New York, San Francisco and Los Angeles is nearing completion with the aid of scanned textures from an endless supply of photographs and camcorder footage.

The realism and scale is scary. If you know any of these American cities first hand, then navigating your way through *Driver* should be a breeze, as the road maps in the game are virtually identical to the real places.

CLUNK, CLICK – PRIVATE DICK

Though the main character Tanner is a bona fide boy in blue, his assumed alias infiltrates the Mob as a hired getaway driver, so you'll be the guy with the flashing lights in your rear view mirror, rather than the one switching them on. It's a canny way of avoiding the moral issues accompanied by games such as the infamous *Grand Theft Auto*, but thankfully you don't have to follow any letter of the law-abiding alphabet.

The rules in *Driver* are there to be broken, as your gung-ho get-away gear changer must do what he can to keep the cops off his tail and ensure that each mission is carried out successfully. Obeying the lights, keeping your speed down to reasonable levels and avoiding collisions may be a more sensible way to keep the pigs at bay, but it's not nearly as much fun as Martin enthused. "If you just go for a drive and you're tootling along at 30mph, nothing will happen at all. But if you hit anybody or commit any kind of felony, and the cops see you doing it, the lights will come on, the siren screams and they'll be locked onto you." Exactly the kind of excuse needed to squeeze every last drip of gameplay from this amazingly enjoyable release.

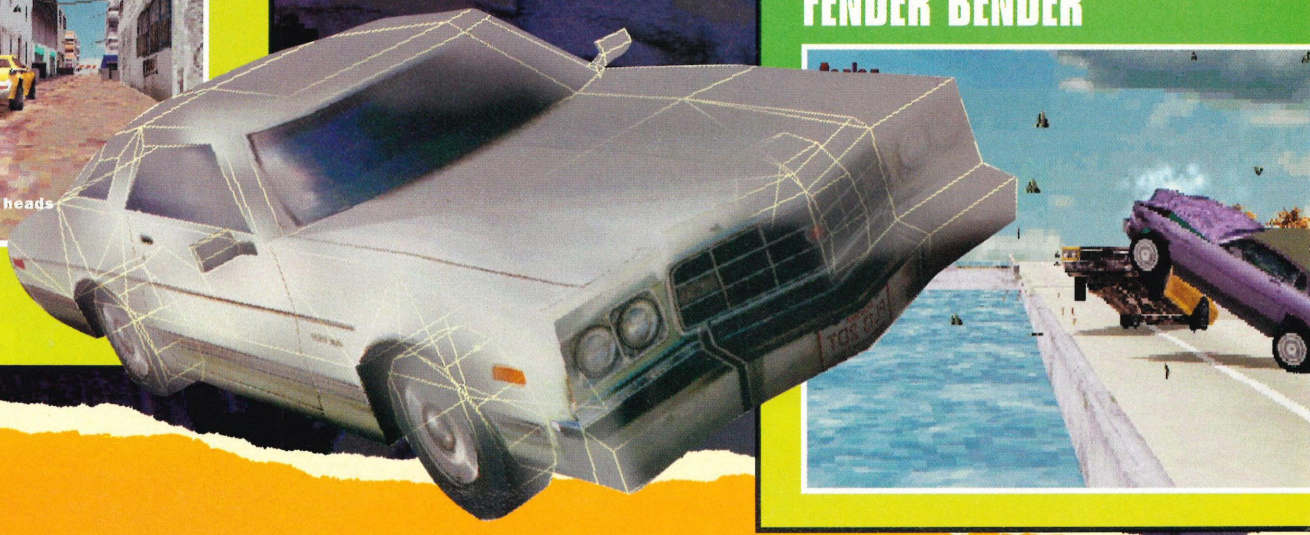
JUST THE JOB

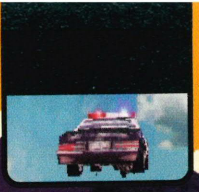
Around 13 cars, all in the Dukes Of Hazard muscle machine style, have been readied for road ragging. The 30 or so missions that you'll be assigned to via answer phone messages, will leave plenty of opportunities to drive on the pavement, career through busy cafes, crash through countless garbage cans, and generally piss off the police in the grandest style yet envisioned for *Sony's* machine.

It really does look fantastic. The weather effects have been thought through and worked on with a fine-tooth comb, and the results are sublime treats such as wind that changes direction to great effect, and rain that gradually reduces grip on the road whilst making its surface more reflective with each downpour. But looks aren't everything are they? And luckily, *Driver* impresses in all departments.

So, what kind of nasty tricks will Tanner be

FENDER BENDER





Forget about staying on the right side of the road, and don't worry about road signs, just take them out!









Great! There's still a drum left standing, so swing it 'round the block again mate!

"Drive on the pavement, career through busy cafes, and crash through countless garbage cans"

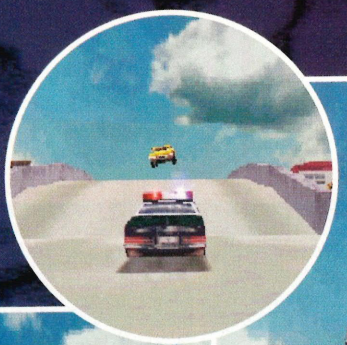
required to get up to in *Driver*? Martin delivered all of the details. "There are missions where, for example, there's a bank job on. The information from your answering machine tells you to go to the bank, pick up the robbers bang on time and deliver them to the drop off point avoiding the pursuing coppers.

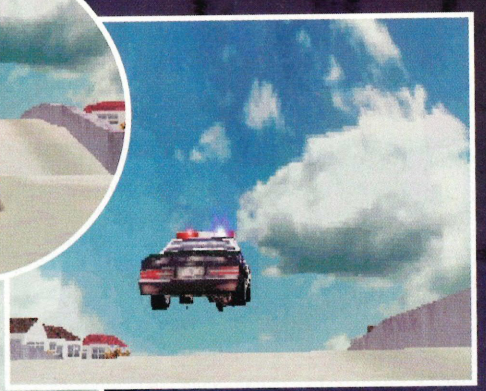
"So that's a chase mission, but there are others – like a tailing mission, where the mob suspects one of their members is working for the other side and your task is to follow him and find out where he's going and report back. The trick is to stay well back, but not too far or you'll lose him. If you get too close and get spotted he'll simply return to his home."

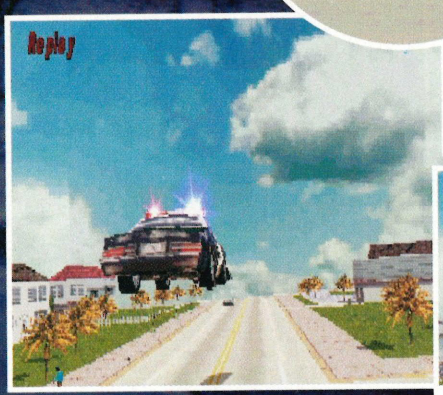
WINDSCREEN SCENE

Driver has an unrivalled replay system that allows the player to cut, chop and change all of the camera angles, then reposition them to suit your taste. Surprisingly, this element is causing as much of a buzz as playing the game itself. Your replay decisions put you in the director's chair of a 70s TV cop show. "The idea was to produce the closest thing possible to watching a film car-chase on the PlayStation" says Martin, having done just that.

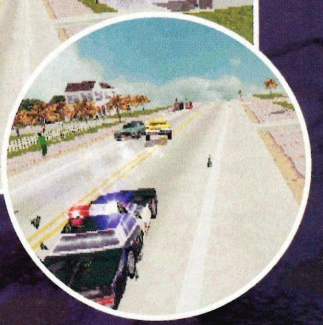
This funkadellic torque breaking beauty is guaranteed to be the drive of your life and *Reflections* are already heralding *Driver* as THE game of 1999. And we think they're going to get away with it! PRO











The cops have an aggressive AI code, which is still being tweaked, but suffice to say you'll have to do some seriously impressive manoeuvres to shake these smokeys off your tail

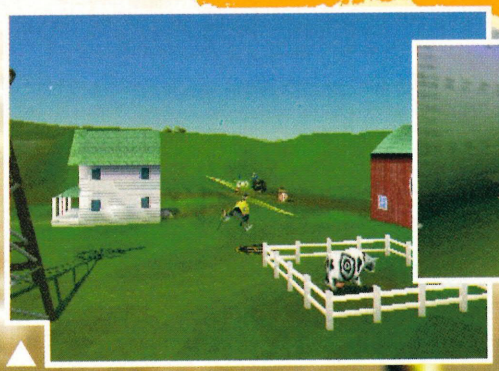


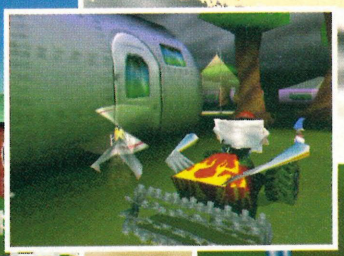
He's going to have a tough time explaining this one to the chief of police eh?



This poor sod's going to have a hell of a time claiming insurance. Tanner's not arsed though, even if he gets caught he's only doing his job!

Take to the virtual skies with us as we get to grips with videogame superstar, Dave Perry's latest effort. One thing is for sure, it's a radical departure from Earthworm Jim alright!







It's an unusual idea for a game, but the graphics are to die for. RC Stunt Copter is destined to make people like it whether they want to or not

RC Stunt Copter

Few people in the industry can honestly say that they're videogames legends. Many reckon they are, but few can back it up with the hard evidence. That's why it's always a pleasure to talk to one of the few, to coin a rather American phrase, genuine nice guys.

Dave Perry has been there and done it all. Games like *Earthworm Jim* and *MDK* have made him very rich indeed, but rather than being consumed by greed, he continues to push his *Shiny Entertainment* company to the limits with their projects.

Their next release is a bit of a strange one. *RC Stunt Copter*, at face value, will appeal to approximately five people in the world. You don't kill any one, you don't try and do handbrake turns and there are no huge breasts in sight. All you have is a remote controlled helicopter that's as difficult to control as a real one, but without the expense of repairing it when you fly it into a wall.

Therein lies the rewards though. You play it once and you think, "Nah sod that!" but you come back to it anyway. Then you play it again, and again and again. You even find yourself putting your *FIFA '99* away. Interplay (who will be publishing it over here, as with all *Shiny's* stuff) and Perry both know that to win the battle all they have to do is get the punters to pick it up.

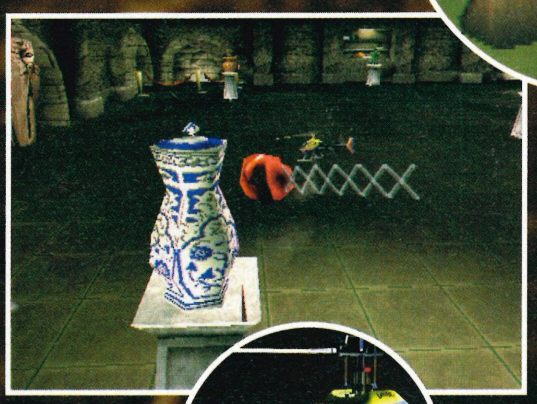
We spoke to the man himself to ask him a few vital questions that we need to know. Having heard rumours Mr. Perry had recently become obsessed with the flying beasts we thought that was a good a place as any to start. Perry told us, "I've had an interest in Remote Control vehicles since I was about 6 feet tall (around the age of 10 or 12). After having fun with the cars, boats, and planes, I got hooked on helicopters. It's a whole new level of skill that's needed to fly 'em. "I've probably had an Remote Control copter for about three years now..."

So what made you decide to turn the idea into a game? "It was winter time here, plenty of tropical rain and wind, and I wanted to go flying. That was out of the question, so, I ▶

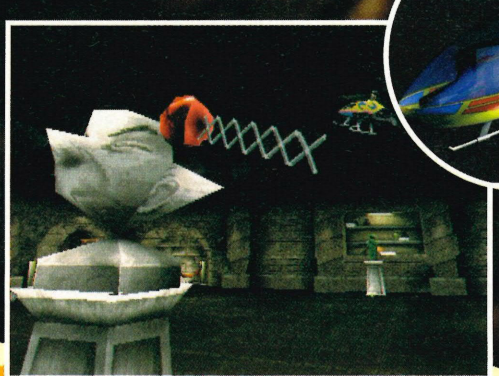


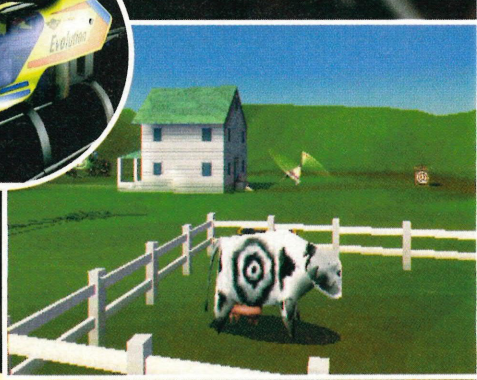


The best bit about RC Stunt Copter is that you can get your chopper into places you'd never normally dream of (now stop it! Filthy minded so and so!). In this series of screenshots you can see some of the precious objects you have to smash as well as some of the more outlandish obstacles that will knock you off track

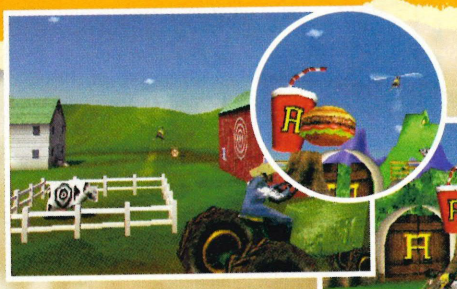




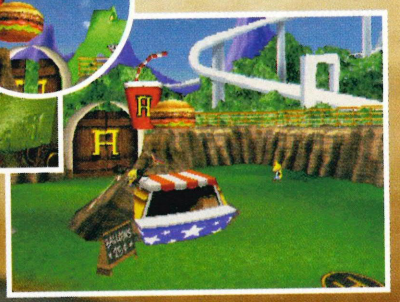


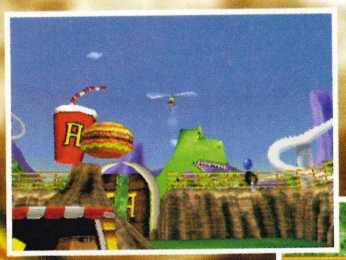






There's plenty of barnbusting action to get through. Here you need to hit the target on the side of the cow. Shiny have an obsession with cows have you noticed?





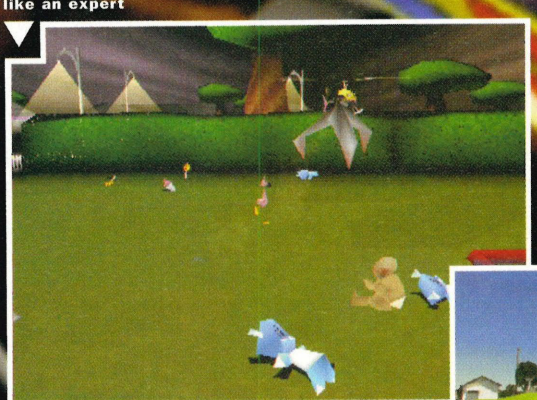


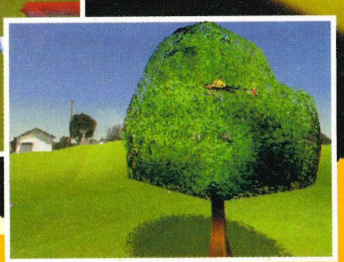




Controlling your chopper is far from being a doddle. You'll be all over the place at first until you literally tear your hair out!

When you first pick the game up you'll want to scream, but the excellent training sessions will soon have you flying about like an expert





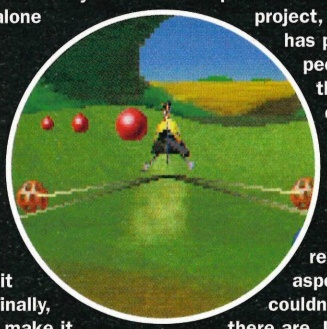
EXPOSURE



In certain places RC Stunt Copter is slightly reminiscent of the classic Pilotwings for the Nintendo consoles. There are plenty of stunts to learn (hence the name of the game) and tricks to pull off for points

▶ grabbed a programmer that we had laying about and put him to work on making me an RC helicopter flight sim for the PlayStation that looked bloody awesome and played like the real thing."

Ah, if only it was that simple, as the time in development has shown. We asked next how long it has taken to get it right? "The early prototyping of the flight physics alone took a few months. (Just finding books with the right maths equations was a bitch!) For tuning, I'd sit next to the programmer and make changes in the way it handled until it felt like the real thing."



"Next, we'd go through the whole process again with the training skids on the helicopter. Then we flew real ones, (honest, it was Research & Development). Finally, we made a ton of adjustments to make it accessible to people who hadn't flown a copter before. So, now, I think it's just about perfect. What is that, a year or so worth of tuning? We've even outdone *Nintendo* with tuning the controls so they feel right!"

So, are you happy with what you've achieved? "Outstandingly happy... Oh, did you mean just with what I've achieved with the game? I'm really happy with that! Name another game out there that was created just because one person wanted to play it rather than having been designed for the 'mass market.' Just the fact that the game exists I think is a huge achievement!"

That's a fair point, but there are very few developers who could pull it off, as most publishers want the instant fix of the *Tomb Raider* or *Gran Turismo* clone. *Shiny* however are different and could afford to position some of their best staff to the project, "Over the course of time, there has probably been about a dozen people who have contributed to the game. Some for just a day or two, others from the very beginning. The core team, Charlie and Rob, have been there from just about the very beginning of the game."

So is it the perfect representation or are there any aspects you wanted to include but couldn't for whatever reason? "If there are, I haven't thought of them yet! We tried adding lots of characters, but they just got in the way and made it frustrating, so we ended up with a nice balance, leaning towards pure gameplay."

RC Stunt Copter really is the sort of game that you have to play, there can be no doubting that. At face value it is at best daunting and at worst, boring if you're not completely into the world of Remote Control vehicles, which is obviously a bit of an expensive past-time.

We'd imagine that not many people are actually going to have the first clue about flying Remote Control helicopters anyway, but Dave set our minds at ease. "I'm really pleased with the way that we've designed the training missions to not only instruct people how to fly helicopters, but also to automatically set the difficulty level depending on how well they perform.

"In general though, I'm pleased with how addictive the game is to play. *RCSC* is 100% pure gameplay, and that's the bottom line. I also think I learned something important for future games. Gamers love to try again if they think they died because of THEIR mistake (like *Tetris*). *Copter* oozes that "one more try" feeling. We are also trying to cut the cost of the game so that more people will give it a try. That's my biggest goal, I just want people to take the time to try this thing."

You can tell he's completely serious about this venture and we'll be reviewing *RC Stunt Copter* in our very next issue (touch wood!) PRO

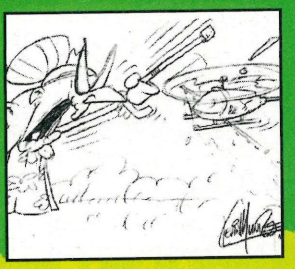




BACK TO THE DRAWING BOARD

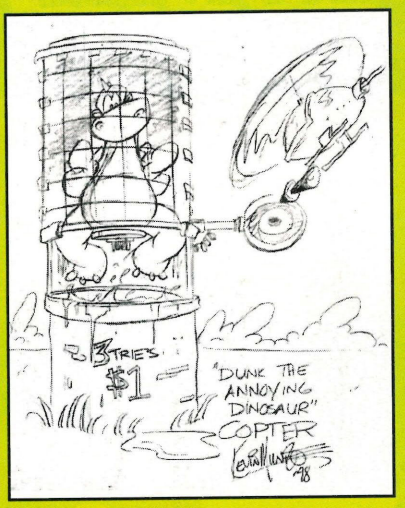
As you can see, the designers at Shiny Entertainment had a lot of fun sketching the concept for RC Stunt Copter. Loads of work goes into this stage and then the best ideas are harvested and turned into digital reality. The idea of controlling a helicopter allows almost endless scenarios, both real and wacky to fly around and this is obviously the angle that the artists have taken.

It's hard to imagine this sort of thing being carried through into the game, but once you actually play and realise how strange it really can get, you start to understand why Shiny are getting so excited

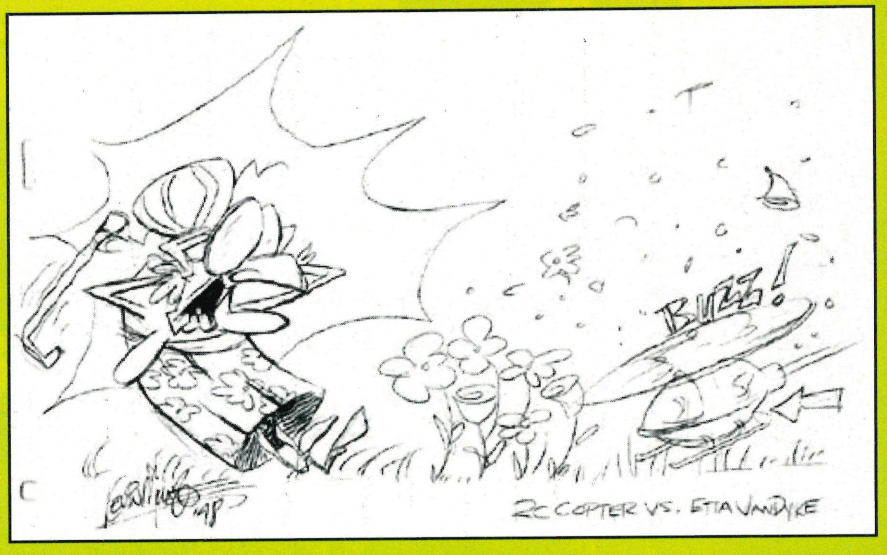


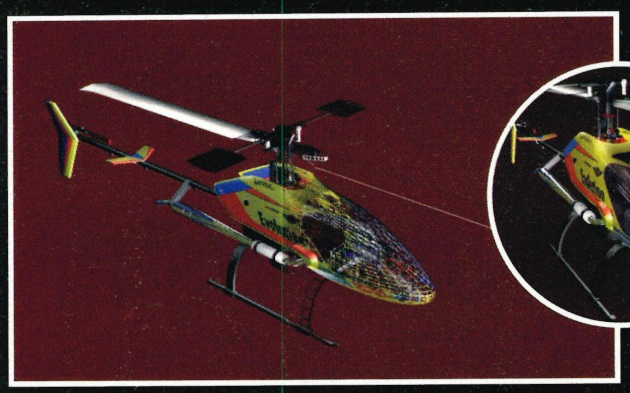


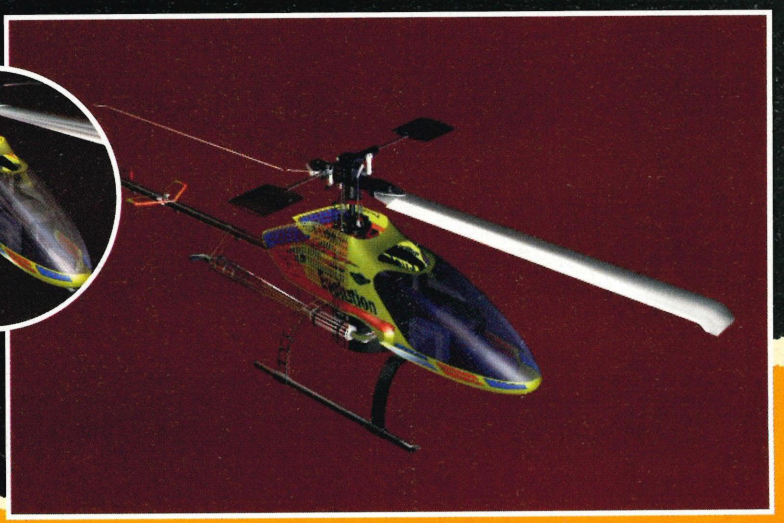






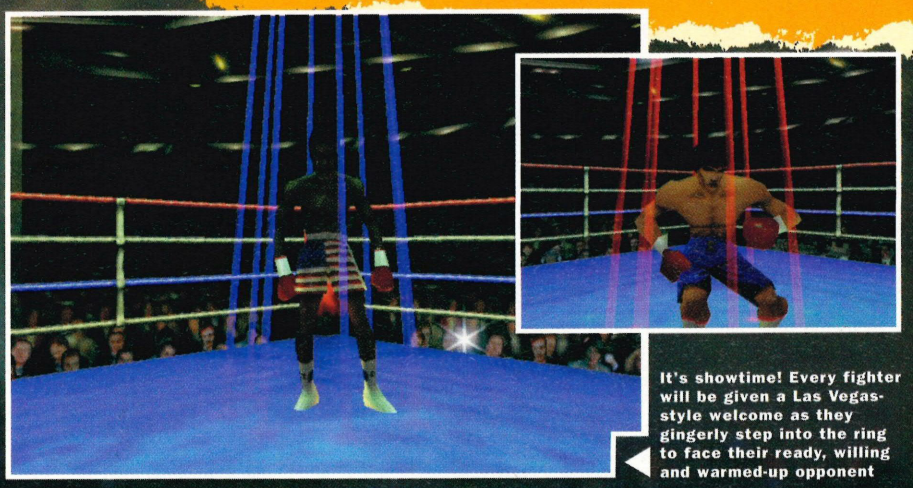






The models have been expertly crafted in a 3D package before being translated to the PlayStation, and as you can see here, they're looking pretty special

Codemasters are poised to pack a punch with the latest in pure pugilistic pleasure. It's gonna be a technological knockout!



It's showtime! Every fighter will be given a Las Vegas-style welcome as they gingerly step into the ring to face their ready, willing and warmed-up opponent

Prince Naseem Boxing

If bashing buttons whilst battling against an on-screen opponent is your bag, you'll know that boxing is currently the hottest way to show off your fighting prowess. With the recent releases of *Victory Boxing 2* and *Knockout Kings '99*, *Codemasters* are stretching their tendons and stepping up to take their chances in the ring with a spanking-new scrapfest, *Prince Naseem Boxing*.

Featuring the fiery fists of the 24 year-old WBO featherweight champion, boxing bandits are guaranteed to be knocked out by this fantastic-looking fighting game.

BOXING CLEVER

Maintaining the speed of movement is the key when it comes to recreating a fast and furious sport, and it's here that *Prince Naseem Boxing* comes into its own, thanks to the wonders of modern technology. Whereas most sports games are slowed down by the use of motion capture, *Codemasters* have conquered this by creating a bespoke animation system, which gets to grips with textured wireframe models using Dynamic Mode Skeletons.

This new system not only moves all the necessary joints, but also applys movement physics to the affected parts, resulting in the ability to show off fancy fistwork in eight frames, compared to the 30 frames of a motion-captured punch.

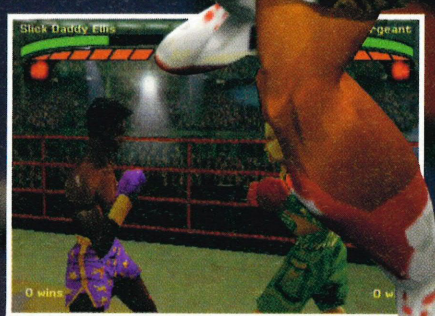
16 international boxers are featured in *Prince Naseem Boxing*, but they're not just your average faceless types with mammoth muscles and horrendous hair. Facing up to Naz are a variety big boxing names, including lightweight champion Slick Daddy Ellis (who should take up a career in rap with that monicker), and Bruce 'The Shadow' Chan, who's style of fighting derives from the martial arts. Much attention has been paid to detail when recreating this feisty lot, from Prince

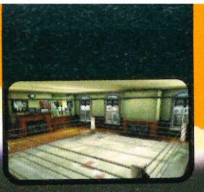


You'll find a variety of big boxing names are present, and with careful attention paid to detail, you'll almost smell the sweat dripping off them



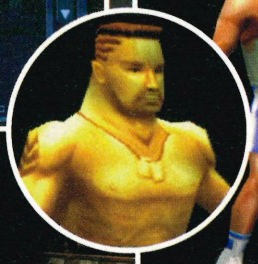




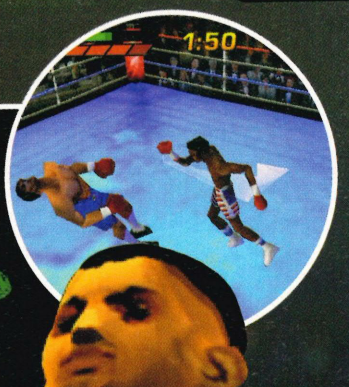




The added bonus of a management option allows you to keep your boxer on the fitness trail, as well as line him up with a few choice fighting fixtures







These wireframe models are manoeuvred using Dynamic Node Skeletons, allowing realistic agility without the danger of the action slowing down

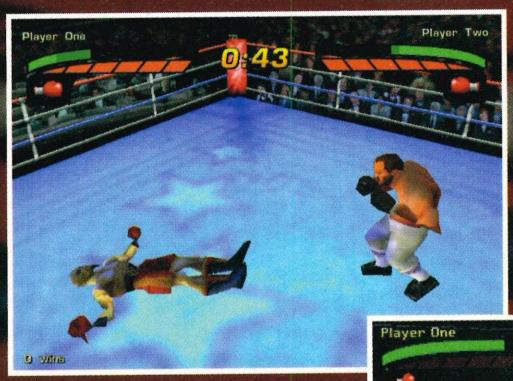
Naseem's trademark ears and leopardskin shorts, right down to the healthy, sweaty sheen that appears on the boxers after a particularly hard bashing bout.

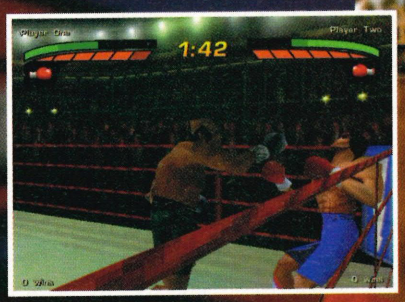
FISTS OF FURY

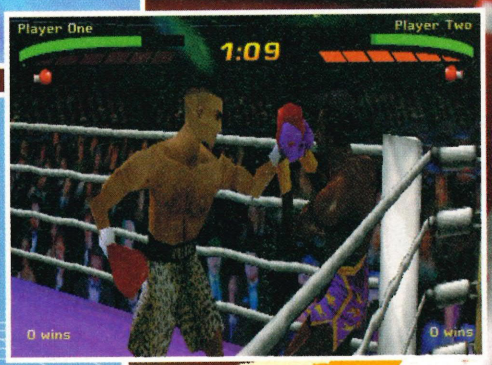
As well as the usual training single and multi-player arcade modes you'd expect to find, *Prince Naseem Boxing* also boasts one or two unique options to really tempt the boxing enthusiast. The Showcase mode lets you take control of your chosen fighter as he works his way round the world via 16 locations, ranging from small boxing halls to giant stadium-sized venues. There's also a handy training mode in which to perfect your form, hosted by Naz in his very own gym. Punching, dodging and blocking all feature in Naz's tutorial sessions, as do general tips on defence and movement.

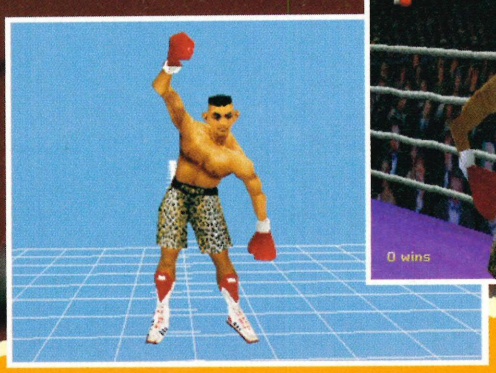
However, the noble sport of boxing isn't just about throwing a few punches, so *Codemasters* are keen to prove. In their unique World Game mode, players are given the chance to become the next Don King (statically-charged hair optional). Featuring 90 different boxers, your task is to guide a chosen fighter to victory with the right balance of feeding, training and relaxation (similar to a cyberpet, only not quite as annoying). In addition to this, there's also the responsibility of organising fights within a league table, which is sure to keep the perpetual planners more than happy for hours.

With *Codemasters* tempting us with all these new features, *Prince Naseem Boxing* looks to be as exciting as Naz's recent fighting form (if not more so), so keeping your eye out for this hot little title is definitely a worthwhile pastime for the next couple of months (well, aside from your usual life activities that is) PRO



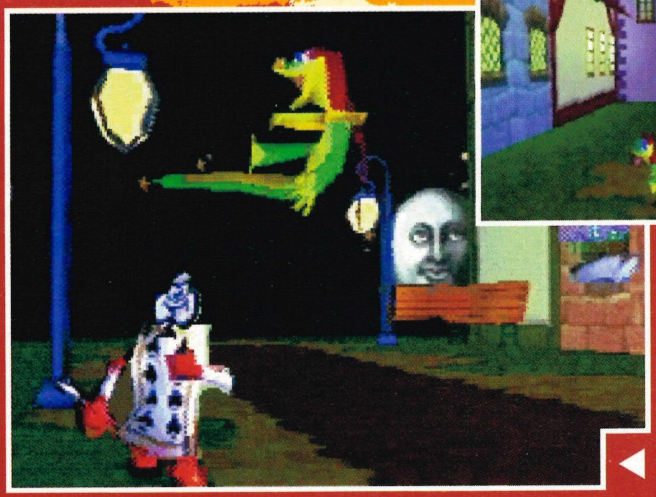






EXPOSURE

Leaping lizards! That cucumber cool wall crawling secret agent has returned to beat the evil Rez once again, and this time he's so undercover he's even changed his underpants. Get ready for the green machine, Gex Gecko is back bolder than ever



Looks like Gex is going to be getting into some interesting scrapes in this fairytale/ nursery rhyme land. I'd keep away from grandma if you know what's good for you pal

Gex: Deep Cover Gecko

They say you can't keep a good man down, but what about a good reptile? I mean, they're cold blooded creatures aren't they, so if you desperately need a gecko's aid before the morning sun has provided that vital UV booster, you'd be out of luck and likely to be left with a frozen lizard lolly.

Not much use to anyone really. Even *Gex Gecko*, all round good guy that he is, has to recharge his batteries. He must be thinking of getting out of this secret agent business now, after all, he's seen more near misses than the Everton home crowd. However, *Gex* will continue to prove the old adage right, as he well and truly is a good guy who's more than up for it.

007 HEAVEN

Gex is returning for further adventures in the next chapter of his Bond busting escapades, complete with tuxedo and all, once again hot on the slithery, slime ridden trail of his evil arch nemesis Rez.

Gex made a welcome return to action last year, appearing in full roaming 3D for the first time. The cartoon graphics and comedy personality of the game was an instant hit with the Pro team, so we were more than eager to get a look at *Gex: Deep Cover Gecko*, to check out what funky features and bizarre costumes are to be inflicted on the wise-cracking bug cruncher this time out.

Pro have nabbed the low down on his new mission and right enough, Rez has been at it again. The tyrannical bad guy has moved into kidnapping now and after the disappearance of the beautiful agent Xtra, *Gex* is more than keen to tangle with the toppled TV terrorist from *Gex 3D* (that was *Gex 2* by the way!?).

Cue the tuxedo and cigars for a new meeting with government officials, keen to get the green-scaled good guy on his way to rescuing agent Xtra, complete with another huge bag full of a hero's vital adventuring stuff, which in *Gex's* case is mainly a travelling wardrobe full of outfits.

GECKO SUPERSTAR

The new levels that our wall crawling wonder has to negotiate include underwater and arctic ventures, so don't be surprised to find El Gecko slipping into his scuba diving gear or even riding a snowboard. Further enhancing the gameplay will be two new top secret characters, whose identity you can assume while *Gex* rests his weary leather feet, and a host of bonus rounds complete with their own unique mini games.

As is customary, all of the levels are clever parodies of TV and pop culture, with the Pirates Of The Caribbean, and *'Gex* Eastwood's' best Spaghetti Westerns featuring amongst countless others. We personally can't wait to get the green one doing his stuff on the Saving Private *Gex* level. Oscar nominations? Tom Hanks eat your heart out!

He'll also be able to pilot different modes of transport by calling on the help of some of the more friendly characters spread throughout *Gex 3*. A crocodile may have many dangerous sides, but for our smooth talking buddy they're an easy way to get across rivers.

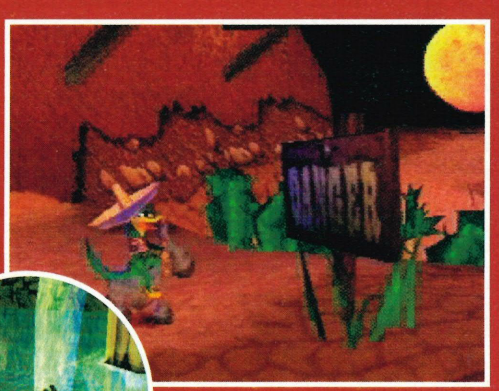
LIZARD LIP SERVICE

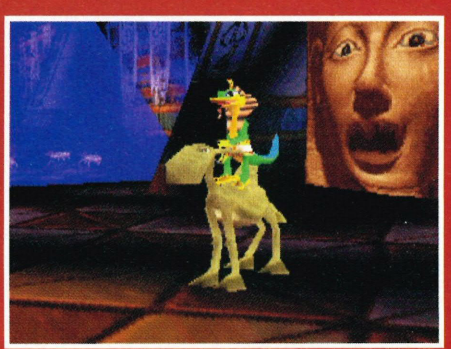
The enemies have been revamped, and talking of vamps, Gex has his own temptress to deal with in *Gex: DCG*. She comes in the form of Baywatch's sultry Marliece Andrada, who is playing the role of agent Xtra, and though in the clutches of the dastardly Rez, she will still manage to communicate to *Gex* via their government issue watch radios. Thankfully, she hasn't been genetically altered to suit lizard lips' taste and will be gracing your TV screens by way of full-motion video sequences. If you don't save her after seeing those, then there's no hope for you.

Gex's ever changing voice will be sounding more familiar this time around too. *Crystal Dynamics* have perhaps not made the best choices in the past for the lizards' laryncal support, with the American comic Dana Gould and his replacement, the carry on legend Leslie Philips, not quite striking the right chord amongst the younger gamers whom *Gex* is tailor-made for. However, the *Deep Cover Gecko* will be dishing out his one liners courtesy of Red Dwarf's Cat, Danny John-Jules. Danny has recorded over 1,000 comedy snippets and we reckon he's a fine piece of casting.

The green avenger should be ready for action sometime in March, and you can be sure Pro will keep you posted on any further happenings until then, as always PRO

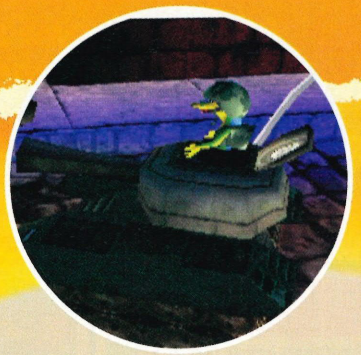


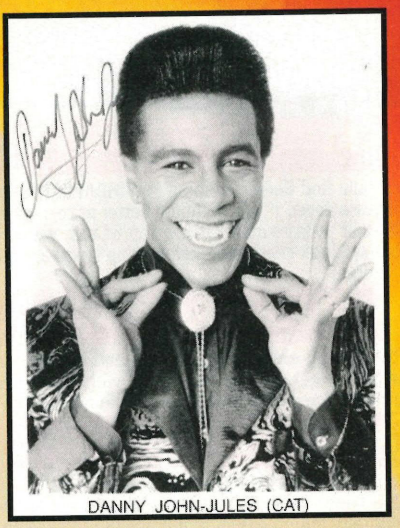






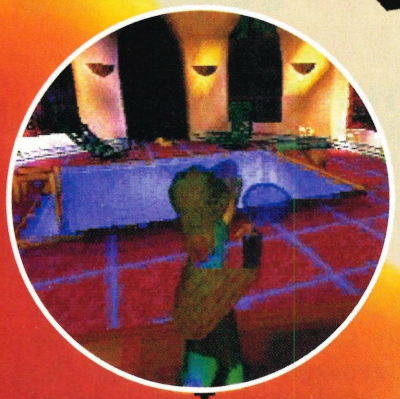






DANNY JOHN-JULES (CAT)

Danny John-Jules' role as 'Cat' in BBC's Red Dwarf was a storming success, and Eidos are certain that his union with the Green machine will be another match made in heaven

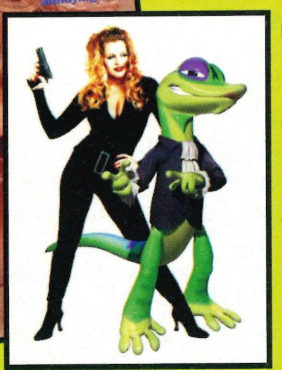




GEX-MATE OF THE MONTH



Hmm, yes I wouldn't mind getting my tail between Marliece Andrada's legs, but I draw the line at wearing leather underpants



Eidos have scored big time with their choice of Marliece Andrada as Gex's 'pert'ner. The Baywatch model is a Playboy Playmate, having been raised in Manteca, California, before moving to Los Angeles the day she graduated from California State University to take a chance at fame and fortune in Hollywood.

Andrada's 'fresh' looks and 'ample' talents helped her become Playboy's "Playmate of the Month" for November 1997, before starting her first season on Baywatch as rookie lifeguard Skylar Bergman, a nature girl from Big Sur. Extremely mellow with a mothering, nurturing quality, Sky is a natural healer and trained EMT. She is always ready to lend a hand and expects everyone to be as open and honest as she is. When not working, the Los Angeles resident enjoys rollerblading, biking and cooking.

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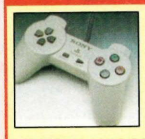
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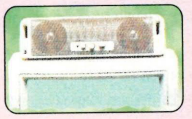
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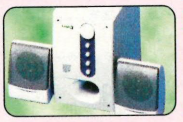
The Playstation produces incredible Hi-Fi quality sound but this is only output in dull mono through your TV. To unlock its full potential you need to hook up a pair of stero speakers. This is easily done - please ring for advice on any cables you may need.



Screenbeat Maxim 120
120 Watts PMPO, Surround Sound, Loudness Bass System, Full Range Tone Control, Power Supply.
£27.99



Screenbeat Top 25
Sits on any portable TV, 25W Peak Power, Bass Booster.
£8.99



Maxim Woofer System
300W PMPO, Active Sound, Dynamic Bass Super Woofer, 3D Surround, Satellite Speakers, Power Supply.
£59.99

Screenbeat SB300 Super Woofer System
Active Sound, 100w Peak Power, Dynamic Bass Super Woofer, Variable Bass Control, Swivel Midi/Hi Frequency Speakers, Power Supply, 3 Speakers.
£84.99



OTHER ACCESSORIES



OFFICIAL SONY 1MB MEMORY CARD
Available in grey, red, black, green and clear.
£9.99



SONY MULTI-TAP
Allows up to 8 people to play at once (pads not included) £18.99

1MB 15 SLOT or 2MB 30 SLOT MEMORY CARD
Replica of the official Sony Memory Card. Available in Red, Green, Blue, Black, Clear, Green or Yellow. Works with every game.
1MB £7.99
2MB £10.99





SONY MOUSE
Ideal for games which use cursor control. Comes with mouse mat
£21.99
Replica Mouse
£11.99



120 SLOT MEMORY CARD
Eight times bigger than the official Sony memory card for only an extra £5!! (Does not work with games that use data compression (e.g. Gran Turismo, Premier Manager, Actua Soccer)
£14.99

BLAZE 4MB MEMORY CARD
4 times bigger than the Sony memory card. Works with every game except Premier Manager.
£14.99





FIRE XPLORER CHEAT CART
Contains 1,000s of built-in cheats for all PSX games. You can add more cheats (for free!) as new games are released
£23.99
Datel Equalizer
£19.99



RGB SCART CABLE
Improves sound and picture quality.
£7.99
Also comes with an adaptor to connect your PSX to a Hi-Fi
£8.99

CHEATMASTER CARDS
Contains cheats for either Tekken 3 or Tomb Raider 3. When you get bored of the game, you can format the card and you have a 1MB memory card! £10.99

LOGIC 3 UNIVERSAL CONSOLE CARRY CASE
Cushioned interior, partitions and pockets, durable lightweight and waterproof.
£15.99

BLAZE PLAYSTATION CARRY CASE
Very strong toughened plastic briefcase-style carry case. Moulded interior holds your console, 3 joypads, plus games and cables £19.99

LOGIC 3 SPACE STATION
No more sprawling, mess on the floor of your living room or bedroom! The Space Station neatly holds your console and joypads and makes a stylish piece of furniture. 2 stop drawer allows instant access. Comes with a *FREE* 8 rack game CD holder. Only £17.99

Datel 360 Slot (24MB) Memory Card £24.99
Datel 720 Slot (48MB) Memory Card £29.99
Datel Action Replay Pro Cheat Cart ..£32.99
Dust Cover £7.99
Link-up Cable.....£7.99
Replacement RF Lead- comes with an adaptor to connect your PSX to a Hi-Fi.....£12.99
Hi-Fi & Guncon Adaptor £7.99
AV Multi-out Cable.....£12.99
Xplorer X-Link PC connector.....£9.99

REPLACEMENT RF LEAD
Also comes with an adaptor to connect your PSX to a Hi-Fi and a Guncon compatible gun
£12.99

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To assist in choosing the right game for you, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. PY=Play, PP=Playstation Plus.

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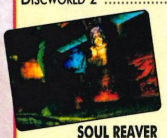
ADVENTURE / ROLE PLAYING

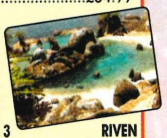



WILD ARMS

Sony add to the increasingly popular RPG genre with Wild Arms, a bizarre Wild West flavoured, Manga-style adventure. Featuring 3 characters, each with different abilities, the gameplay is very similar to old school RPGs such as Zelda. With magic, monsters and mystical quests, RPG fans will love it. **RRP £34.99 Our price £29.99**

Alundra	91% PY, 91% PP	£19.99
Azure Dreams	70% PY, 67% PP	£28.99
Breath of Fire 3	80% PY, 84% PP	£31.99
Broken Sword 2	90% PY, 91% PP	£29.99
City of the Lost Children	78% PY, 68% PP	£34.99
Diablo	91% PP	£18.99
Discworld 2	80% PY	£34.99





SOUL REAVER | BREATH OF FIRE 3 | RIVEN

Excalibur	86% PY	£24.99
Final Fantasy 7	93% PY, 97% PP	£36.99
Kingsfield	61% PY	£24.99
Legacy of Kain	81% PY, 92% PP	£21.99
Legacy of Kain Soul Reaver	Due 26th March	£35.99
Magic The Gathering	N/A	£22.99
Riven	84% PP	£39.99
Treasures of the Deep	83% PY, 78% PP	£26.99
Versailles	10% PP	£19.99



BREATH OF FIRE 3 *Following on from the success of Final Fantasy 7 and Alundra, Breath of Fire 3 is the quest of a young boy named Ryu. Featuring beautiful Manga-style graphics, turn-based and real-time combat and a massive world to explore.*

BEAT 'EM UP



After months of waiting, the ultimate in beat 'em ups is here at last! 100's of moves and combos, 24 characters, plus play modes, advanced animation and an amazing soundtrack.

RRP £44.99 Our price £34.99

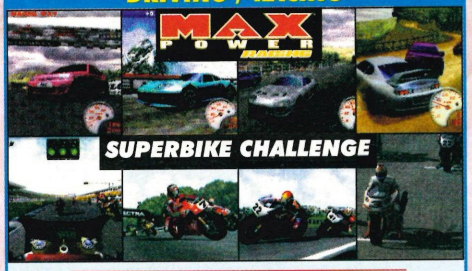




KENSEI SACRED FIST | RIVAL SCHOOLS | TEKKEN 3

Biofreaks	N/A	£14.99
Bloody Roar	85% PY	£18.99
Bushido Blade	94% PY, 83% PP	£25.99
Dead or Alive	91% PY	£29.99
Dynasty Warriors	71% PY, 68% PP	£14.99
Fantastic 4	N/A	£16.99
Kensei Sacred Fist	Due March	£32.99
Mortal Kombat 4	87% PY,	£30.99
Mortal Kombat Trilogy	92% PY, 91% PP	£18.99
Pitball	N/A	£9.99
Pocket Fighter	N/A	£32.99
Psychic Force	73% PY, 76% PP	£14.99
Rise of the Robots 2:The Resurrection	88% PY, 78% PP	£16.99
Rival Schools	96% PY	£32.99
Soul Blade	96% PY, 94% PP	£18.99
Streetfighter Collection	67% PY, 87% PP	£33.99
Tekken	95% PY, 90% PP	£18.99
Tekken 2	95% PY, 95% PP	£18.99
Tekken 3	94% PY, 96% PP	£34.99
Tobal No.1	94% PY, 91% PP	£14.99
Toshinden 2	74% PY	£16.99
Toshinden 3	78% PY, 76% PP	£29.99
VS	72% PY, 83% PP	£30.99
X Men Children of the Atom	78% PY	£30.99
X Men V Streetfighter	82% PY	£32.99
Zero Divide 2	53% PY	£29.99

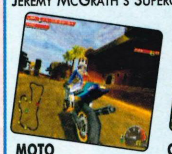
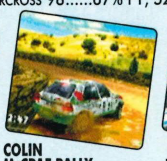
DRIVING / RACING



MAX POWER RACING

SUPERBIKE CHALLENGE

Auto Destruct	84% PY, 77% PP	£19.99
Ayrton Senna Kart Duel 2	N/A	£24.99
Bugriders	N/A	£9.99
Burning Road	90% PY	£14.99
Circuit Breakers	81% PY, 80% PP	£28.99
Colin McRae Rally	93% PY	£33.99
Destruction Derby	86% PY, 72% PP	£18.99
Destruction Derby 2	82% PY, 89% PP	£18.99
Dodgem Arena	N/A	£29.99
Explosive Racing	82% PP	£17.99
Formula 1	84% PY, 88% PP	£18.99
Formula 1 '98	68% PY	£35.99
Formula Karts Special Edition	75% PY, 81% PP	£14.99
Gran Turismo	97% PY!!!	£33.99
Gran Turismo + Dual Shock Pad		£47.99
Grand Theft Auto (18+)	88% PY, 90% PP	£17.99
Jeremy McGrath's Supercross 98	67% PY, 52% PP	£32.99


MOTO RACER 2 | COLIN McCRAE RALLY | FORMULA 1 '98

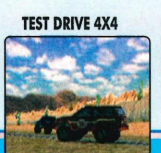
Jetrider 2	78% PY	£19.99
MAX Power Racing	Out Now	£30.99
Megaman Battle & Chase	N/A	£28.99
Micro Machines 3	92% PY, 95% PP	£17.99
Monaco Grand Prix Racing	Due February	£LOWEST - CALL
Motorhead	79% PY, **92% PP**	£17.99
Motor Mash	N/A	£19.99
Moto Racer 2	87% PY, 91% PP	£32.99
N_2O	70% PY, 89% PP	£19.99
NASCAR Racing '98	N/A	£17.99
NASCAR Racing '99	82% PY, 64% PP	£32.99
Need For Speed 3	87% PY, 89% PP	£18.99
Newman Haas Racing	74% PY, 75% PP	£21.99
Porsche Challenge	82% PY, 80% PP	£18.99
Rally Cross	89% PY	£27.99
Rapid Racer	87% PY, 82% PP	£14.99
Ray Tracers	74% PY, 73% PP	£14.99
Red Asphalt: Rock N Roll Racing 2	55% PY, 68% PP	£9.99
Ridge Racer	93% PY, 76% PP	£18.99
Road Rash	75% PY, 64% PP	£18.99





TOCA TOURING CARS | ROGUE TRIP | GRAND THEFT AUTO

Road Rash 3D	76% PY, 80% PP	£25.99
Rogue Trip	92% PY	£30.99
Street Racer	84% PY, 79% PP	£17.99
Streak	59% PY	£30.99
Superbike Challenge	Due February	£32.99
Test Drive 4	86% PY, 70% PP	£14.99
Test Drive 4X4	N/A	£33.99
Test Drive 5	87% PY	£25.99
TOCA Touring Cars	92% PY, 91% PP	£17.99
TOCA Touring Cars 2	92% PY	£34.99
TOCA 2 + Dual Shock Pad		£45.99
Tokyo Highway Battle	73% PY, 77% PP	£15.99
Tommi Makinen Rally	N/A	£17.99
Vigilante 8	94% PY, 91% PP	£21.99
V Rally *Dual Shock*	87% PY, 94% PP	£18.99
Wipeout	94% PY, 78% PP	£18.99
Wipeout 2097	93% PY, 94% PP	£18.99
Wrecking Crew	83% PY	£19.99

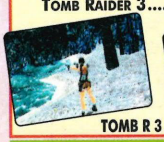

MICRO MACHINES 3 | TEST DRIVE 4X4 | GRAN TURISMO

ARCADE ADVENTURE



METAL GEAR SOLID

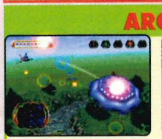
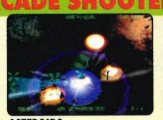
Akuji	Due 19th February	£35.99
Apocalypse	N/A	£30.99
Batman & Robin	78% PY, 73% PP	£33.99
Blaze & Blade	N/A	£30.99
Deathtrap Dungeon	86% PY	£19.99
Fade To Black	90% PY, 87% PP	£17.99
Fifth Element	50% PY, 79% PP	£29.99
Legend	N/A	£30.99
MDK	90% PY, 80% PP	£19.99
Medievil	86% PY	£34.99
Men In Black	35% PY	£30.99
Metal Gear Solid	Due 26th February	£32.99
Nightmare Creatures	90% PY, 86% PP	£29.99
Ninja	78% PY, 82% PP	£29.99
ODT	91% PY	£34.99
Overblood	86% PY, 76% PP	£12.99
Perfect Assassin	N/A	£24.99
Resident Evil	95% PY	£18.99
Resident Evil 2	96% PY	£29.99
Small Soldiers	N/A	£32.99
Spawn	49% PY	£22.99
Tenchu	92% PP	£28.99
Tomb Raider	94% PY, 92% PP	£17.99
Tomb Raider 2	95% PY, 95% PP	£18.99
Tomb Raider 3	95% PY	£34.99





TOMB R 3 | TENCHU | APOCALYPSE

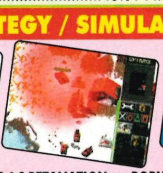
ARCADE SHOOTERS


B MOVIE | ASTEROIDS | TINY TANK

Asteroids	N/A	£22.99
Bedlam	N/A	£22.99
Blast Chamber	82% PY	£24.99
Blast Radius	72% PY	£34.99
B Movie	86% PY	£30.99
Crime Killer	81% PP	£19.99
Crusader No Remorse	80% PY, 85% PP	£19.99
Future Cop LAPD 2100	94% PY, 89% PP	£25.99
G Darius	88% PY	£28.99
Hard Boiled	29% PY, 40% PP	£19.99
One	86% PY, 83% PP	£22.99
PO'ed	87% PY, 76% PP	£14.99
Ray Storm	75% PY, 83% PP	£29.99
Reloaded	61% PY, 73% PP	£18.99
Tempest X3	86% PY, 80% PP	£14.99
Tint Tank Up Your Arsenal	Due February	£33.99
Viper	46% PY	£19.99

STRATEGY / SIMULATION


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Civilisation 2	Due 19th March	£30.99
Command & Conquer	79% PY	£18.99
Command & Conquer RED ALERT	90% PY, 93% PP	£25.99
Command & Conquer Retaliation	91% PY	£32.99
Command & Conquer Retaliation + Mouse & Mouse mat		£39.99
Constructor	88% PP	£32.99
Global Domination	Due 12th February	£34.99
Monopoly	75% PY, 78% PP	£29.99
Populous - The Beginning	Due 5th March	£32.99
Risk	81% PP	£29.99
Theme Hospital	88% PY	£24.99
Theme Park	86% PY, 85% PP	£18.99
Unholy War	70% PY, 89% PP	£29.99
V2000	82% PY	£19.99
War Games	60% PY, 90% PP	£18.99
Warhammer: Shadow of Horned Rat	82% PY, 86% PP	£29.99
Warhammer 2: Dark Omen	85% PY	£18.99
Worms	92% PY, 82% PP	£17.99

PUZZLE



Bust A Move 2	88% PY, 89% PP	£17.99
Bust A Move 3	88% PY, 85% PP	£23.99
Bust A Move 4	Due February	£33.99
Caesar's World Gambling 2	N/A	£31.99
Chessmaster 3D	68% PY, 87% PP	£22.99
Devil Dice	Due 15th January	£29.99
Kula World	83% PY, 89% PP	£30.99
Lemmings & Oh No! More Lemmings	Out now!	£18.99
Livewire	Due 19th March	£24.99
Pet in TV	77% PY	£29.99
Poy Poy 2	Due March	£27.99
Super Pang Collection	53% PP	£26.99
Tetris Plus	81% PY, 82% PP	£29.99



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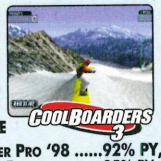
SPORT

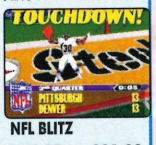


RRP £39.99 Our price **£30.99**

2 Extreme	55% PP	£19.99
Actua Golf 2	80% PY, 83% PP	£17.99
Actua Golf 3	76% PY	£24.99
Actua Soccer 2	92% PY, 93% PP	£17.99
Actua Soccer 3	92% PY	£24.99
Actua Tennis	N/A	£30.99
Brian Lara Cricket	**Out Now!**	**£35.99**
Brunswick Bowling	N/A	£28.99
Chill	N/A	£19.99
Cool Boarders 3	84% PY	£29.99
Dead Ball Zone	84% PY, 88% PP	£19.99
Everybody's Golf	85% PY, 85% PP	£29.99
FA Soccer Manager	**Due 26th March**	**£32.99**
FIFA Soccer '96	81% PY	£14.99
FIFA Soccer '99	**91% PY**	**£32.99**
Int'l Superstar Soccer Pro	84% PY, 92% PP	£18.99

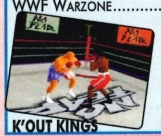

PRO PINBALL: BIG RACE

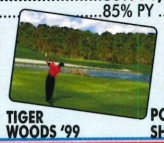




NFL BLITZ

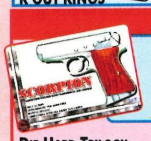
Int'l Superstar Soccer Pro '98	**92% PY, 94% PP**	**£31.99**
International Track & Field	85% PY, 90% PP	£17.99
Jonah Lomu Rugby	86% PY, 84% PP	£20.99
Knockout Kings	N/A	£32.99
Libero Grande	67% PY	£29.99
Michael Owen's W L S '99	**N/A**	**£31.99**
Nagano Winter Olympics '98	83% PY	£20.99
NBA Live '98	87% PP	£24.99
NBA Live '99	N/A	£32.99
NFL Blitz	N/A	£24.99
NFL Extreme	N/A	£29.99
NFL Madden '98	92% PY, 89% PP	£24.99
NFL Madden '99	N/A	£32.99
NHL Face Off '98	80% PY	£24.99
NHL Hockey '99	N/A	£32.99
On-Side Soccer	76% PY, 65% PP	£14.99
Pool Shark	85% PY	£30.99
Premier Manager '98	**89% PY, 92% PP**	**£19.99**
Premier Manager '98 + Mouse & Mouse Mat		**£29.99**
Premier Manager '99	**Out Now**	**£30.99**
Pro 18 World Tour Golf	Due 29th January	£34.99
Pro Pinball Big Race USA	Out Now	£28.99
Pro Pinball Timeshock	89% PP	£22.99
Rushdown	N/A	£32.99
Sensible Soccer Club Edition	**Out Now**	**£24.99**
Snow Racer	85% PP	£19.99
Tiger Woods Golf '99	Due 5th February	£32.99
True Pinball	85% PY	£17.99
Total NBA '98	92% PY, 85% PP	£29.99
Victory Boxing	90% PY	£19.99
Victory Boxing 2	90% PY	£32.99
WCW Thunder	Due February	£30.99
World Cup '98	**86% PY, 90% PP**	**£17.99**
WWF Warzone	85% PY	£29.99


K'OUT KINGS


TIGER WOODS '99


POOL SHARK

GUN GAMES



TIME CRISIS + SCORPION GUN + GCON ADAPTOR **£35.99**



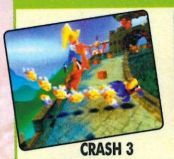
Die Hard Trilogy	92% PY, 92% PP	£18.99
Die Hard Trilogy & Erazor Gun	N/A	£28.99
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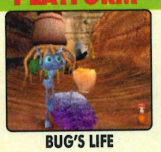
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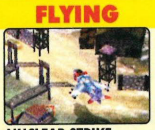

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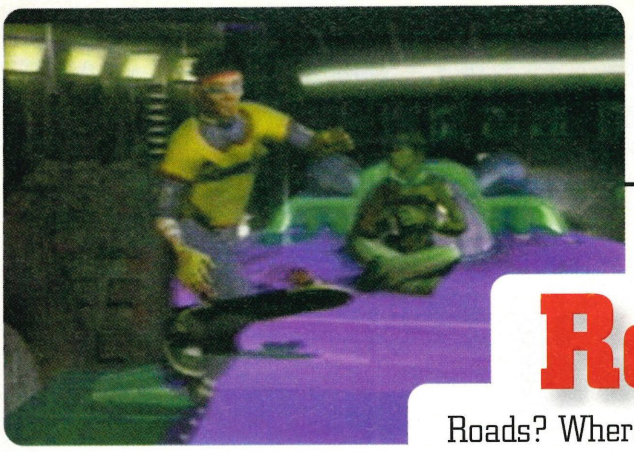
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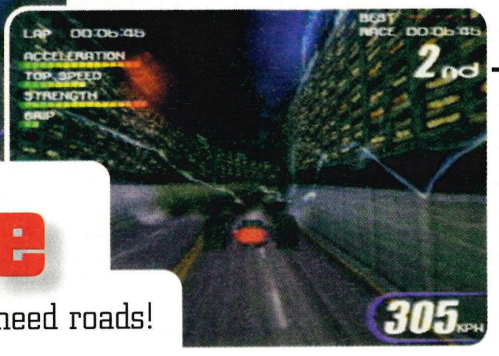
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Speed is the name of the game in Rollcage. Well, Rollcage is the name of the game, but speed is the concept that drives it



Rollcage

Roads? Where we're going we don't need roads!



Driving down a road like normal people do is not an option. The power-ups and high speeds make the walls your highway





What's it all about? Those of you who tire of those realistic driving games will toss your cookies at the sight of this futuristic racer. Imagine *wipEout* on wheels – big bad indestructible wheels – and you'll have in your head this latest slice of tarmac-tearin' action from *Psygnosis*. You see, *Rollcage* is a racing game with a twist. In fact, it's got millions of twists, spins and even bunny hops!

Hammer your car to 400kph and then hit the turbo button. Watch as flames pour over the bonnet and the friction stands your hair on end. Then chuckle maniacally at the people who thought that a track-side penthouse was a pleasant place to bring up the kids.

In *Rollcage,* destruction of public property is not just allowed, it's actively encouraged. If some speed freak is catching you, drive through the support beams of a roadside building and find out what your opponent looks like with a chimney for an exhaust pipe!

Tunnel runner

Avoiding those Dartford tunnel tailback blues has never been such stomach churning fun. By driving your rig up the side of the walls and onto the ceiling, you can career upside down and either perform an awesome barrel roll and nip into pole position, or just carry on fighting gravity. You'll fly out of the exit like shit through a goose, land upside down and still be in total control! That's the beauty of equipping your hotrod with wheels bigger than your chassis.











A variety of futuristic weapons will be available for you to monkey with. The most drool inducing being the drill missile. Unleashing one of these puppies will send a horde of multiple warheads toward an unsuspecting target. The warheads bore through almost any obstacle and carry on until it hits something substantial, like the Earth's core.

Featuring unique 360-degree racing and retina bursting destruction, *Rollcage* could do for racing what Princess Diana did for airbags, or was that land mines?

Who's responsible? Psygnosis
When's it due? March





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Beat Mania

Mix yourself a soothing cocktail of tunes with Konami's deck-spinning delight



A stepper's delight is only fulfiled if the player keeps with the rhythm right to the end of the showdown

What's it all about? With a recent surge of music-related software appearing on the PlayStation, it's no surprise to find a DJ simulator showing its face. In this case it's *Beat Mania*, an arcade crowd-pleaser which has tantalised the Japanese over the past few months, turning mere mortals into deck demons faster than you can say 'Ministry of Sound.'

Hang The DJ...?

The object of *Beat Mania* is deceptively simple: in true *PaRappa* fashion, all you have to do is get into the groove and follow the music in a 'Simon Says' style, pressing the appropriate buttons when prompted. However, maintaining the tempo and getting the notes right can prove to be a little tricky at first (particularly when you get into techno territory), so help is at hand with the DJ Station Pro, a nifty little package which accompanies the game.

The Station incorporates a five-key keyboard and turntable, making the whole mixing and scratching experience a damn sight more realistic (not to mention easier on everyone's ears as you improve your technique). You're not just restricted to frighteningly fast breakbeats either – as you progress, a varied selection of tunes become available for you to try your hand at, from smooth reggae rhythms to some hot house hits.

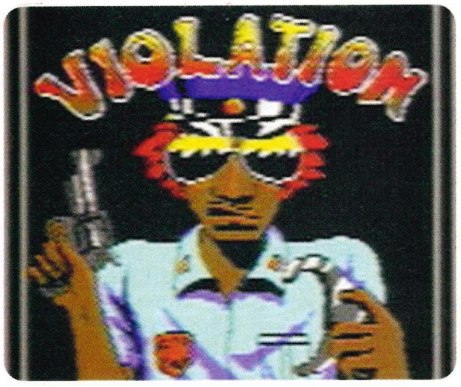
Although there's no news on when *Beat Mania* is due to be released in this country, we'll keep you informed as soon as we know any different. In the meantime, be prepared to post a petition to *Konami* in the event that it hasn't appeared by the end of the year.

Who's responsible? Konami

When's it due? TBA



Players can choose from a varied selection of dancehall styles including hip-hop, ambient, reggae and rave







A pretty bizarre line in visual entertainment fills the centre of the screen to keep the DJ happy in his work







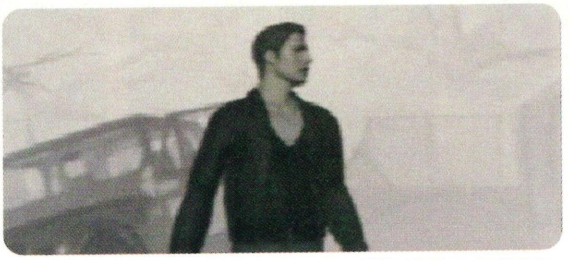


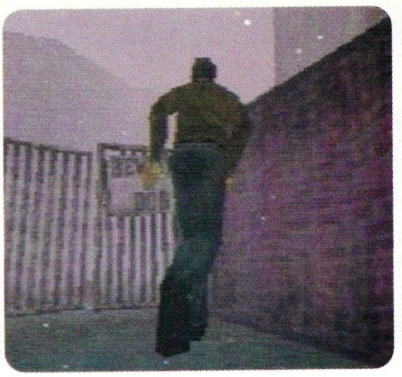


Each player has a section of keyboard and a record deck at their disposal, for scratching out some bangin' choons

Supplied by WILD IMPORTS 01908 613337







Silent Hill

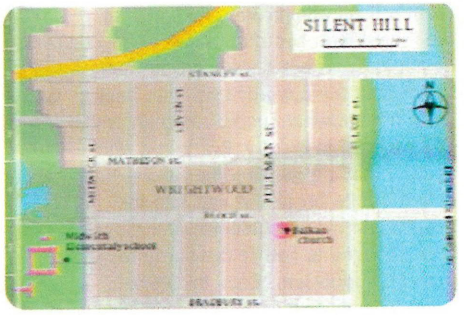
Someone call Anne Robinson! Konami are organising a real holiday from Hell

Supplied by WILD IMPORTS **01908 613337**



What's it all about? Harry Mason had it all nicely planned. He'd take his daughter, Cheryl, out for a short holiday and do some father/daughter bonding in the process. Guess he really shouldn't have picked *Silent Hill* as a premo holiday destination. Doh!

Right from the start, things begin to go pear-shaped. In the middle of the night, whilst driving through thick fog, Harry crashes his car and is knocked unconscious. When he comes round, he finds that Cheryl has disappeared into the foggy streets, leaving him alone in a ghost town. What's going on? Where has Cheryl buggered off to? Where are the townsfolk and why do those skinned babies keep stabbing our hero in the groin? Next time it's a weekend in Grimsby, eh Harry?



Turn left at the traffic lights, it's the second building on the left. You can't miss it – It's the one covered in blood

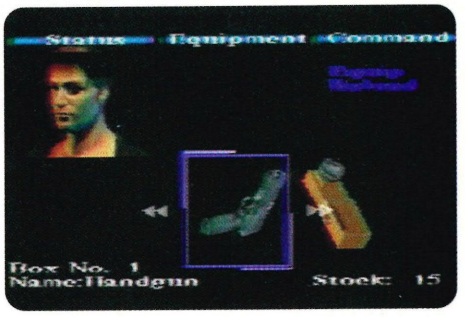
Over the Hill

Adventurers who prefer their games served with a healthy dollop of doom and gloom will be in heaven. The puzzles all adhere to the character of *Res Evil 2*, so don't expect to find keys hidden under doormats. If an object isn't ancient, cursed or just plain ugly, you probably won't need it. And it's this dark mood that's bound to bring comparisons to the king of horror games. However, unlike *Res Evil 2's* static flip-screen approach, *Silent Hill* features a 3D dynamic world that gives the whole production the feel of a 50's film noir on a steadicam bender.

With a storyline straight out of the Twilight Zone and CGI video that makes *RE2* look like a creepy episode of Thunderbirds, *Silent Hill* is shaping up to be one of the most butt-clenchingly eerie games of 1999.

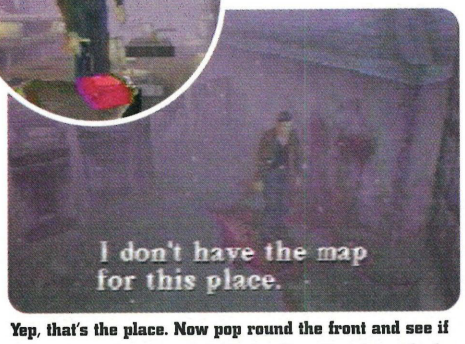
Who's responsible? Konami

When's it due? June

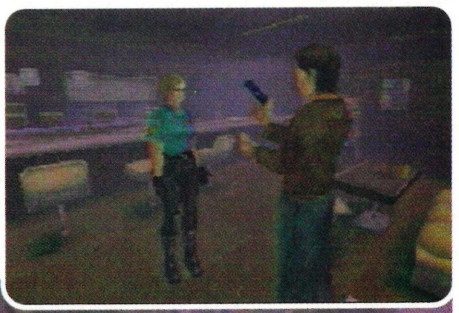


There's nothing more sexy than a woman who provides you with automatic weaponry. I think I'm in love



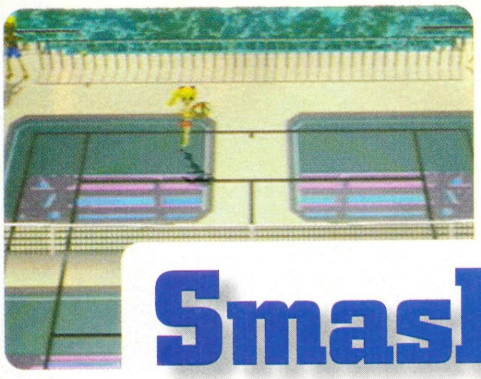


Yep, that's the place. Now pop round the front and see if they still do that three kebabs for the price of two deal











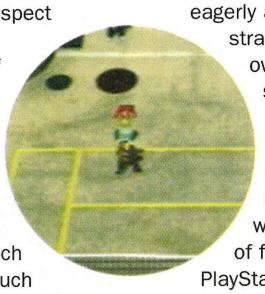


Smash Court Tennis 2

Flex that backhand and prepare yourself for a tennis revolution

What's it all about? We all know that the PlayStation has had its fair share of classics, in fact it wouldn't be mad to say that the old grey brick has seen more phenomenal successes than any other format in history. Every now and again though, a game comes along that doesn't quite break through into the mainstream world of blockbuster classics, but still manages to gather the same respect from its supporters. Back in 1996, *Smash Court Tennis* became one of the rare titles to enjoy this status.

Published by *Namco, Smash Court Tennis* presented a stripped down version of the game. Doing away with any thoughts of motion capture, *Smash Court* had Japanesey stick men challenging each other on imaginative courts set in such places as beaches and street corners. What really set this apart from the crowd though was the gameplay. *Smash Court* moves like butter on a hot pipe and provides colourful, humorous touches that you just don't see in PlayStation sports games.

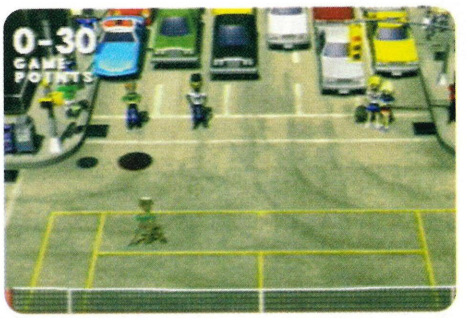


There's also an RPG style sub-game thrown in. In *Smash Court* Roulette, a single player travels around the world, playing against opponents for increasing amounts of cash and gathering more varied tennis skills on the way.

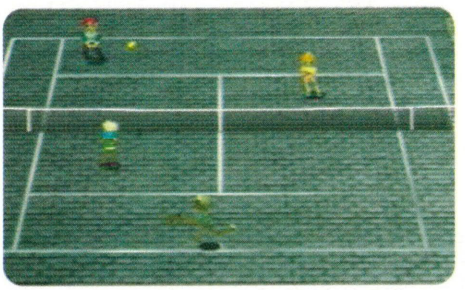
If you've been a fan of the original *Smash Court Tennis*, then this game will undoubtedly be etched in your mind as one of the most eagerly awaited titles ever. This will seem strange to the majority of PlayStation owners who wouldn't have heard a sniff about the original game. Those people should be warned that *Smash Court* is seriously addictive entertainment and its sequel may just prove to be a worthy opponent to the mountain of fine sports games on the PlayStation. If it ever gets a release over here, we'll be sure to give a detailed review just as soon as we can.

Who's responsible? Namco

When's it due? TBA



If you don't mind being watched by passers-by, the New York court provides an unusual setting for tennis antics



Roll on the sequel

The most obvious update in *Smash Court 2* is its stunning variety of new courts. This eagerly awaited sequel features a massive range of international situations from New York streets to parks, to proper professional tennis courts.

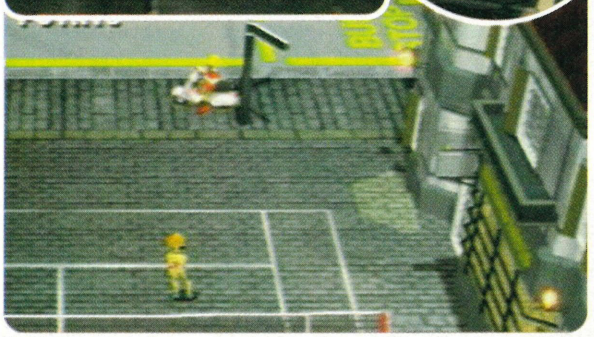












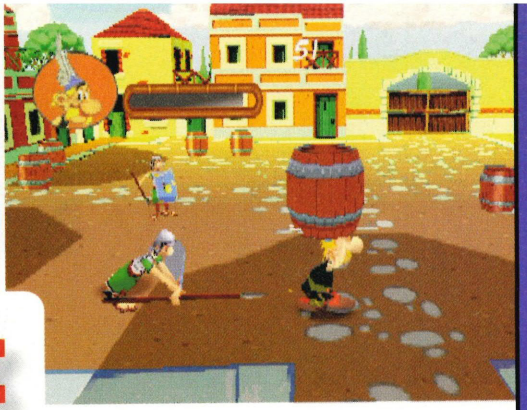
Packing in a massive amount of courts plus an RPG-style sub-game (that seems to work strangely well) we can't wait to see the PAL version

Supplied by WILD IMPORTS 01908 613337

It's all set off by some wonderful movies that look even better than the feature length cartoons







Asterix

Learn strategies the French way – drink a lot and send in the small guy



The huge battle map should keep Asterix, Obelix and any young adventurers occupied for quite some time

What's it all about? French comic strip and cartoon hero *Asterix*, constantly striving to put an end to the Roman invasion of France, is about to do a little invading of his own. Infogrames have been working away on their console adaptation of the Gallic guy's ongoing feud with the Italians since last summer and they're just about ready to give the go-ahead for a British landing.

Grey matter Gaul

Considering the length of time the blonde midget has been popular on both sides of the Channel, it's a little surprising that we've not seen his trademark conk and helmet on the PlayStation before now. But perhaps that's something that will work to the advantage of Infogrames when the game gets released around March time.

It's being aimed at a young audience since it involves simple strategy elements that call for some basic maths. However, as rewarding as learning can be, it still doesn't beat jumping in the shoes of *Asterix*, or his best mate Obelix, and dishing out some right royal aggro to the weedy Roman soldiers. Which is why the clever monsieurs at *Infogrames* have interspersed these tactical levels with some full on 3D romps, giving players all the Roman targets they need to work up that trademark French sweat.

The strategy sections are similar to Risk, in that you'll have to deploy small regiments to individual map areas in an attempt to stop the Latin conquest of *Asterix's* homeland. Your success depends on how accurately you calculate the required size of each rebellion squad to be; send in enough of your peasant soldiers and the day shall be yours, but too little will result in a costly beating.

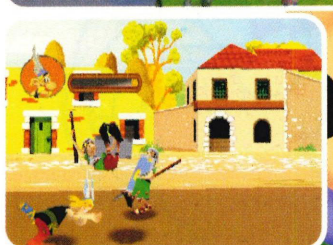
Asskickerfix

From here on in it's a case of unlocking the 3D levels and running amok throughout the French countryside, taking on the enemy in all manner of different settings from a countryside blizzard, to a pirate-styled city and even a Roman throwing contest at the local sports day. It's a nice idea that should go down a treat with younger gamers (and it's a great way to keep little brothers and sisters quiet whilst you steal their Cartoon Network time!).

Who's responsible? Infogrames

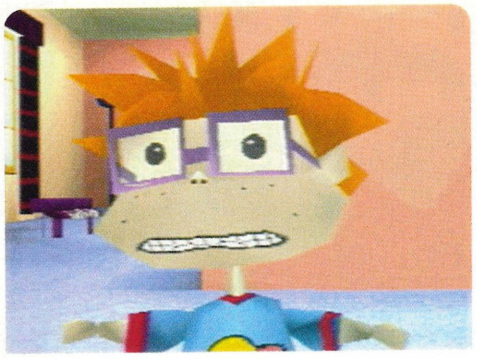
When's it due? March





France 1 Italy 0, but it looks like the Italians have got the subs warmed up for the second half







Extra activities include a mini golf game, a cookie race and this hectic 'hunt the nickel' challenge



Rugrats

Five go mad and wet themselves over a jigsaw. Sounds like the Pro team



What's it all about? Does the thought of being bombarded with babies scare the pants off you? If so, you're probably not going to appreciate the toddling treats of those Nickelodeon nippers, the *Rugrats*.

Coinciding with the British release of the feature-length film, the game sees the cute quintet running around and attempting to pacify Tommy Pickles (he of the sodden nappy and shiny head), who has lost his precious Reptar jigsaw (aww, bless).

These jigsaw pieces are scattered around Tommy's house, but it's not just a question of rummaging down the back of the sofa and looking under the carpet - you've got to earn them by completing a selection of far-from-taxing tasks, all of which take place in the everyday lives of the *Rugrats*. Basically, it's fluffy, cuddly, Kindergarten fun, rather than a gory battle of epic proportions.

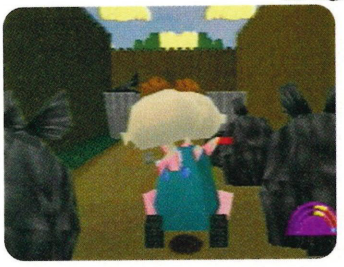


Rusky Business

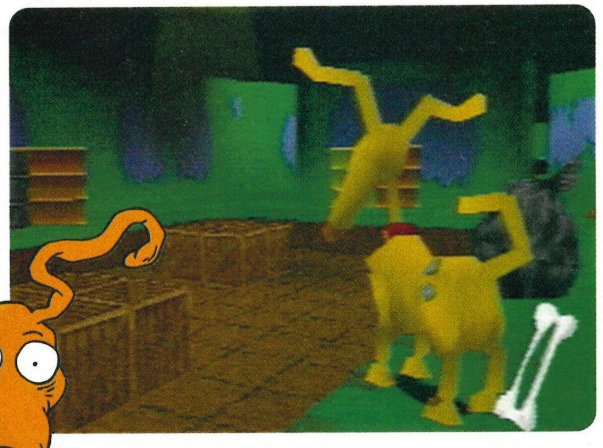
Because of its clean and wholesome nature, it's hard to believe that the *Rugrats* game was written by the same team who masterminded D*uke Nukem: A Time To Kill*,especially as your missions range from chasing rampant geese through weird, winding mazes to dodging falling groceries in the supermarket. However, if you're a fan of the *Rugrats*, you'll be glad to know that the game holds true to the television show, as not only are the voices and music authentic, but each of the 17 levels (and the bonus levels) are based on real episodes from the series.

Although this game may not hold much appeal to those who get their kicks from blowing apart anything that crosses their path, it's certain to tempt the pants off any younger PlayStation gamers who get their grubby little mitts on it.

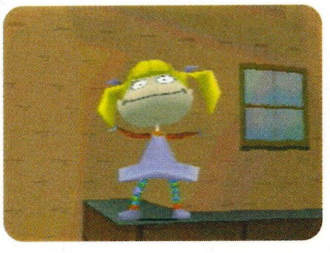
Who's responsible? THQ
When's it due? April



Phil and Lil tread carefully around the bins, in fear of Chicken's mouldy butties

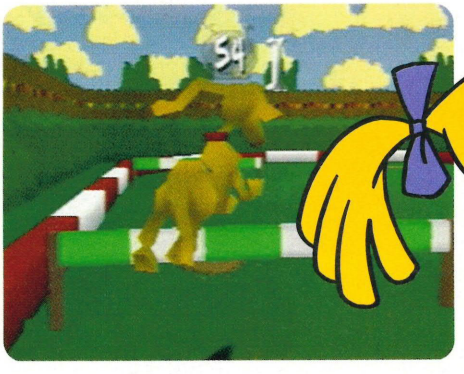






With the face of an angel and the heart of a devil, Angelica's sure to grow up to be a right little bitch. So she's not one to mess with



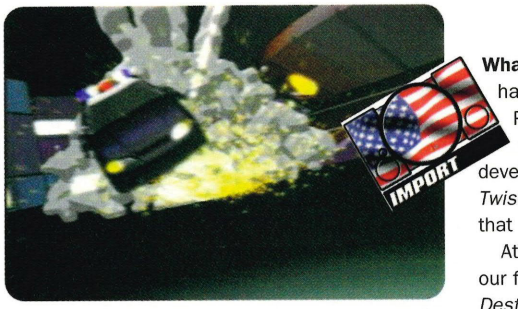






Twisted Metal 3

They're back! Leaner, meaner and full of Ribena. Well, maybe not the last one



The mixture of fast cars and ferocious weaponry should make for some mighty explosive action

What's it all about? The *Twisted Metal* series has been one of the more surprising areas of PlayStation phenomena. Bursting forth from the womb of *Singletrac,* a small-time developer only really known for this kind of fare, *Twisted Metal* filled a hole in PlayStation output that needed to be filled.

At the time of its release (in the early days of our favourite *Sony* product) there was only *Destruction Derby* to release those pent-up driving tensions. To be honest, *Destruction Derby* was pretty shite. What the PlayStation needed was a multi-player fun-fest of crash-bang-wallop, and *Twisted Metal* was the game to provide it.

Road kill

After a superb sequel comes the third offering of the well-respected series. Most notably featuring hi-res graphics and more characters and cars than ever before, *Twisted Metal 3* is likely to be a more satisfying experience for those of us who've been waiting by the window since *Metal 2* came out.

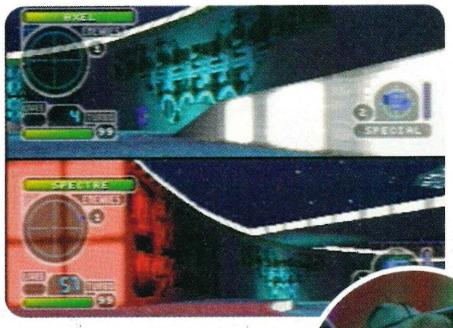
Packaged in the *Twisted Metal 3* experience will be 12 updated vehicles (plus two hidden machines). Favourite characters from the earlier games will appear, including Thumper, Roadkill, Hammerhead, Mr. Grimm, Warthog, Spectre, Outlaw, Axel and the twisted ice-cream merchant Sweet Tooth. Three rock-hard bosses are in the game, and all the beloved weapons are back with some special treats in store (look out for super-fast speed missiles, devastating rain missiles and mortar bombs).

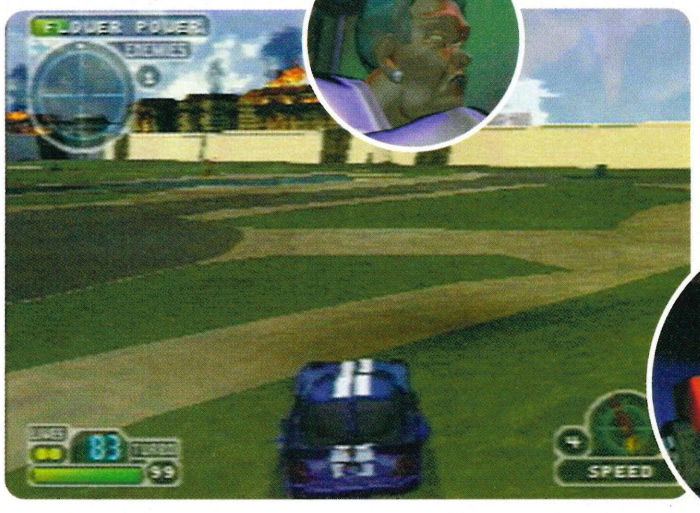
A new TruPhysics system will provide more realistic car physics and control, even providing kickback when a missile is launched. We're on the edge of our seats for this long-awaited release and we know there's a lot of hungry people waiting for another *Twisted Metal* fix. Keep an eye out for our full review soon.

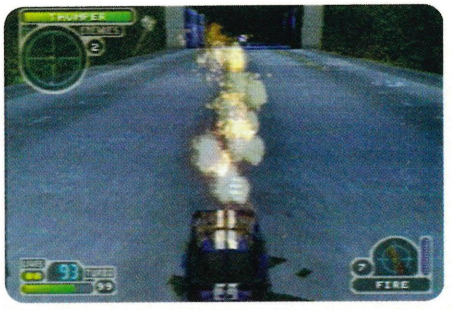
Who's responsible? GT Interactive

When's it due? April









The legendary Dodge Viper makes another welcome appearance after wooing gameplayers in Gran Turismo



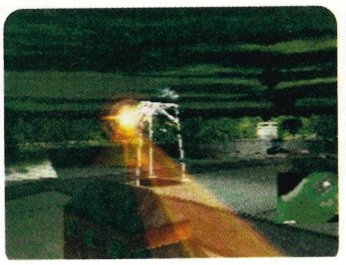




As with past Twisted Metals, the two player games will decide whether Twisted 3 is worth the wait

Supplied by WILD IMPORTS 01908 613337

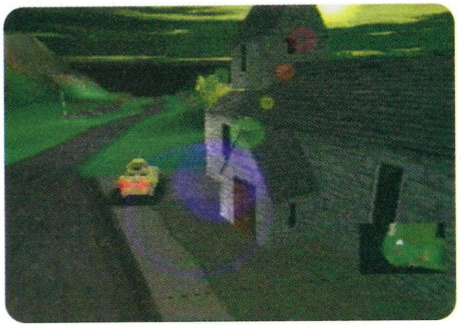




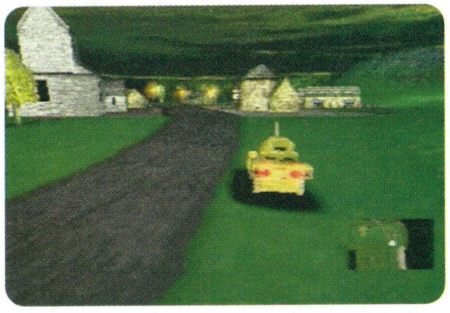


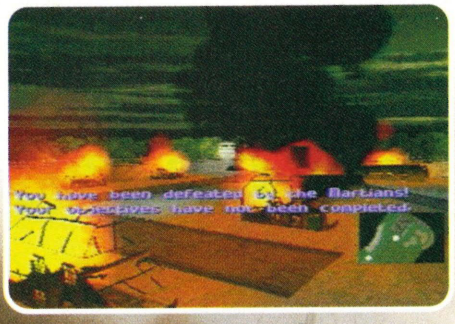
War Of The Worlds

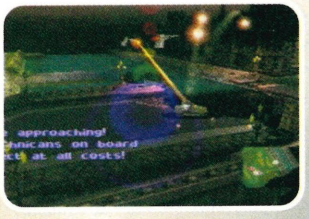
Slowly and surely they drew their plans against us



A beautifully preserved 15th century church. What a classic image of British rural life. Shame to blow it up!







Those bloody Martians! They've got no respect for National Trust preservation orders. Bloody hooligans!

What's it all about? *War Of The Worlds* is a real time strategy shoot-em-up that takes its inspiration from the classic sci-fi novel by H.G Wells. You take control of Britain's defending forces as they fight back against the green, slimy and technologically superior Martians. Since the green ones consider Earthlings much like McDonalds consider rainforests, it is going to be a fight to the death.

The defence of Britain is set over a series of linked missions stretching across a single campaign. Keep your strategy pants pulled up though as you've got to think about what you're doing. Dismantling a bridge with high explosive shells will halt Martian reinforcements and make colourful patterns in the water. Well done, you've just destroyed your escape route and your chips are most definitely pissed on.

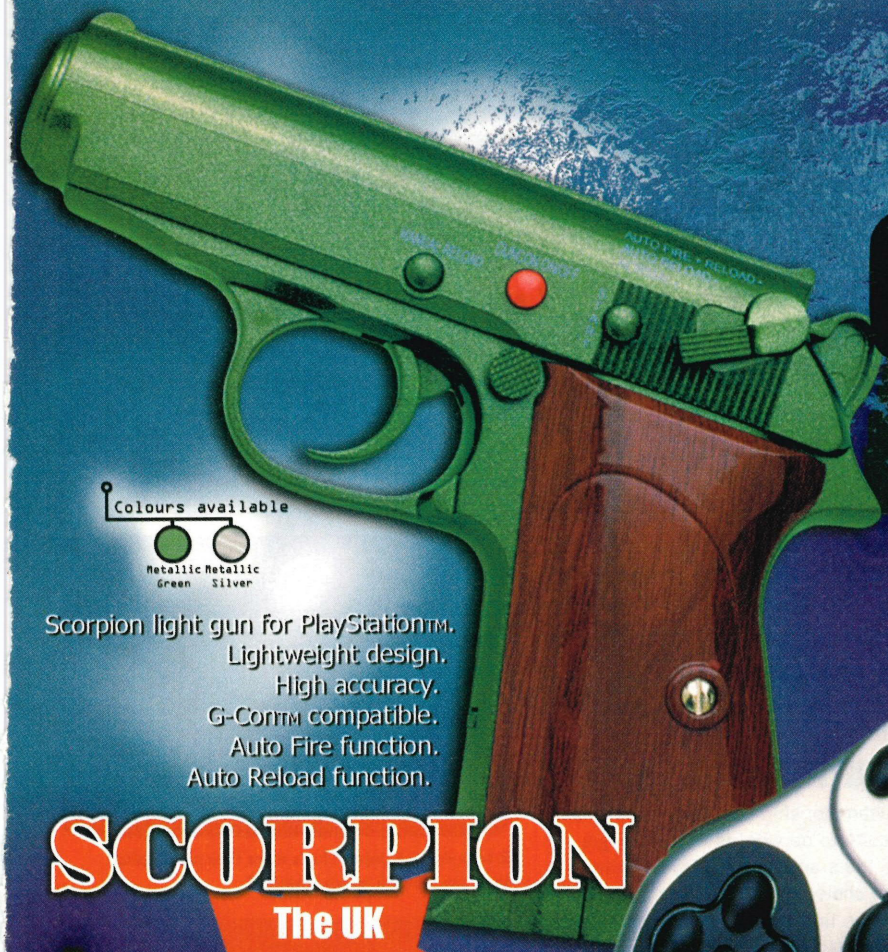
Swapping between vehicles allows you to rip about in a scout vehicle, man a battleship or even control one of your base's machine gun nests. You only have a few vehicles per mission, so learning how to use them is going to be vital. The mortar bike is great for a quick recon mission, as it handles like a bitch on heat, but packs a bite-sized punch. On the other hand, the anti-aircraft truck motors around like a neutered bull, but has a huge range.

New machines are provided by your factories, so keep them stocked up with resources and they will provide you with the latest pieces of death dealing kit.

In the book, Earth's victory was secured when Martians contracted an Earth virus. Don't expect the final levels to involve running up to ETs and sneezing on them though. It's more likely that you'll steal enemy technology and give them a sound whipping with their own heat rays. Maybe the sneezing type action can wait for the sequel?

Who's responsible? GT Interactive
When's it due? Summer

Total Control!



Colours available

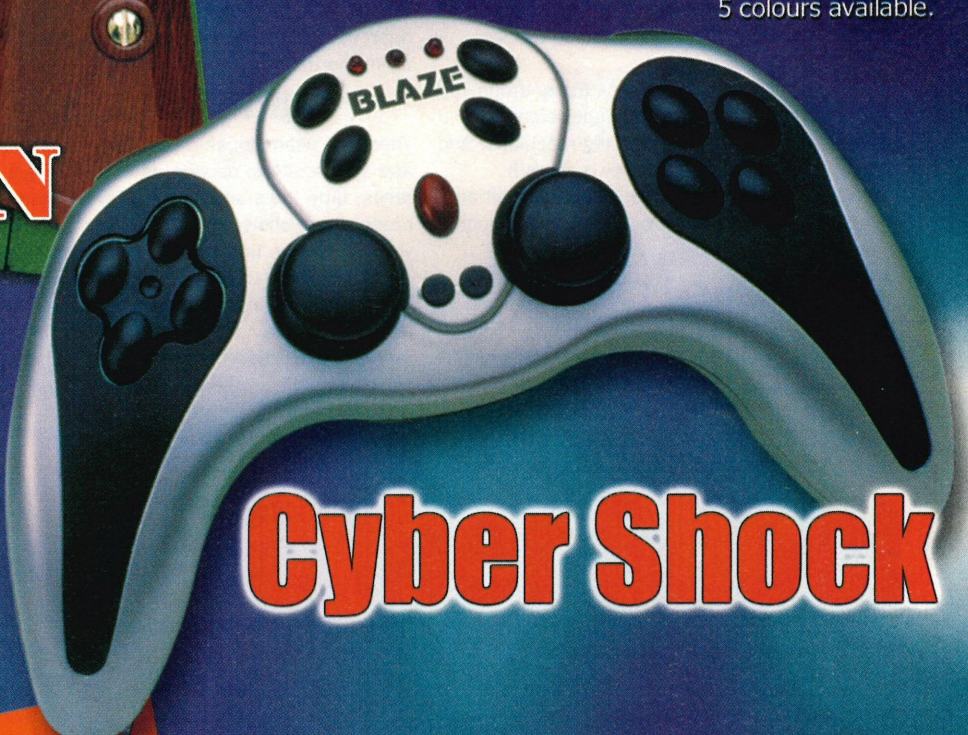
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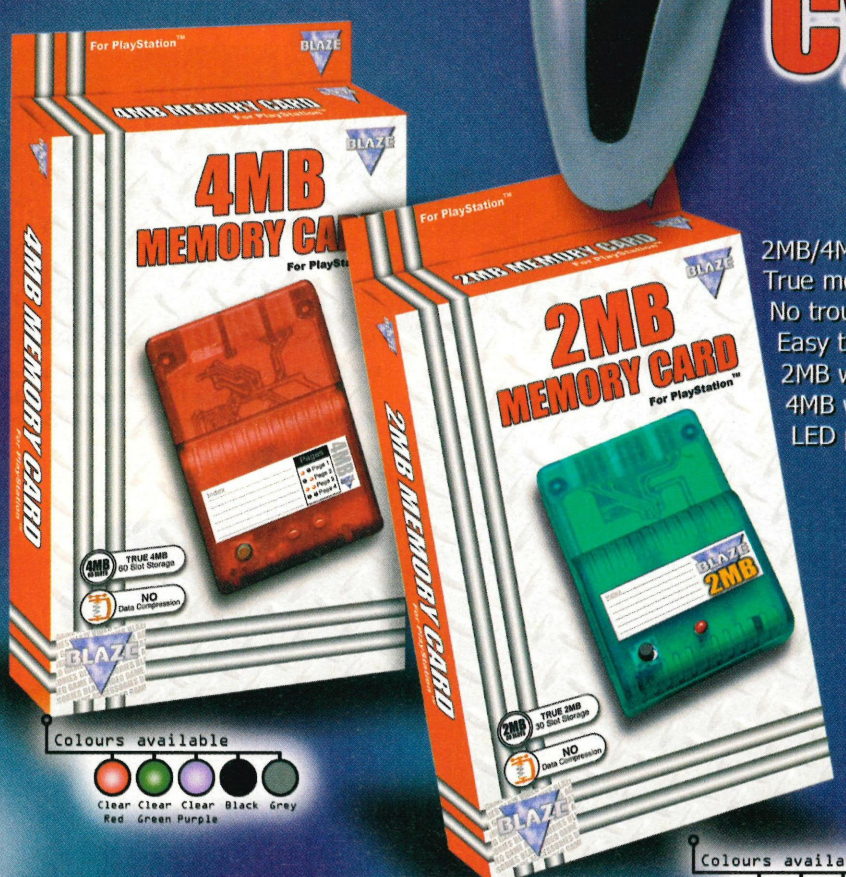
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Tank Racer

Better be making tracks, you don't want to miss this racing blast!

What's it all about? Get your hands on some serious army hardware and put a massive dent in the enemy's hopes of a victory. But rather than throwing down the gauntlet on just any foreign battlefield, *Tank Racer* sees you exiting the pit lane in a vehicle even legendary shunt expert Michael Schumacher wouldn't fancy ramming his F1 car into.

As the name suggests, *Tank Racer* drops you right down the turret and straight behind the gear stick of one of 15 trundling machines, and the appealing thing about that is there'll obviously be plenty of opportunities to spit all kinds of ammunition out of those bloody huge gun barrels!

Special Forces

Fans of such racing blasts as wipEout, Micro Machines, or the ancient Supercars are going to be in a punishment party with Grolier's fine looking aggression session racer. With up to eight tanks on the track at once, there'll be plenty of opportunities to check out the latest military hardware at your disposal.

Your destructive options are plentiful, including homing shells, concussion shells (the equivalent of an earthquake to all opposition tanks) and there's even a special UFO weapon that will effectively cause the abduction of the nearest machine and place them way back down the track.

All Terrain Pain

There's a championship spanning three cups and 15 circuits to be won as well as single races, time trials and a multi-player battle mode with a choice of eight different arenas at your dangerous fingertips. With the emphasis placed well and truly on rip-roaring fun rather than stressful lap timer counting, *Tank Racer* looks like being a light-hearted outlet for all fans of destruction derbys. Only with *Tank Racer*, ramming speed is only half of the explosive equation.

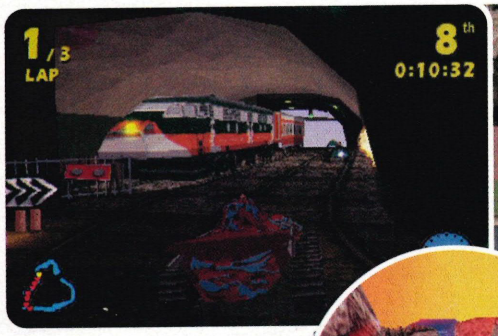
Who's responsible? Grolier Interactive

When's it due? Easter



A tank doing 81mph! That's more than my Vauxhall tank can manage, going downhill!









8th place is no place mister, and you will not be a failure in my platoon! Get your ugly ass back out in front then drop and give me twenty. Boy!



The split screen option is going to get a right old hammering on TVs across the country. Make sure yours is prepared for an incoming strike

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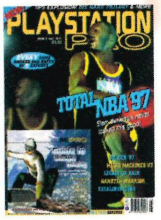
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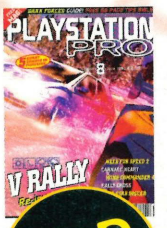
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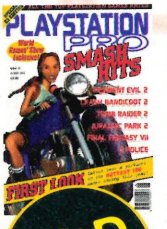
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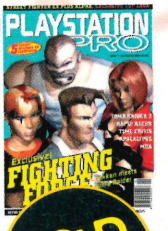


SIX
Massive reviews of Soccer '97, Micro Machines Legacy of Kain, Nanotek Warrior, Excalibur 2555. Buy now!



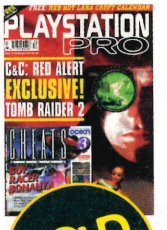


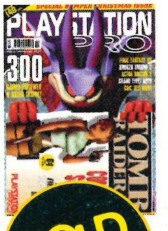










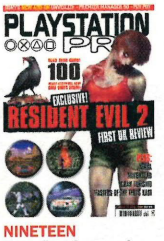




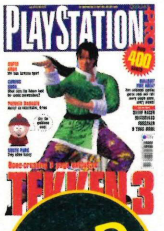


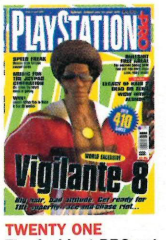


EIGHTEEN
Big fat issue with Cool Boarders 2 plus Free Adventure Game Tips Bible, Resident Evil 2, Spice World & more!



NINETEEN
Free first issue of Playstation Zone, Masters of Teras Kasi, Motorhead, Theme Hospital, Gran Turismo





TWENTY ONE
The funkiest PRO yet featuring Vigilante 8, Gran Turismo, Three Lions, Forsaken and a free driving game supplement

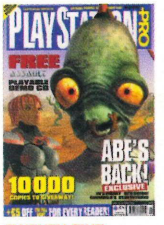




TWENTY THREE
Featuring the likes of Spyro, Parasite Eve, Soul Reaver and Tomb Raider 3. Plus FREE World Cup survival tips book!



TWENTY FOUR
In-depth look at TR3 plus the first part of our Colin McRae driving tips and a Ninja souvenir magazine



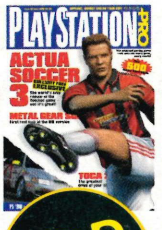
TWENTY FIVE
Reviews of WWF: Warzone, Ninja, C&C: Red Alert and ISS Pro '98. Plus there's a free giant Tekken 3 poster

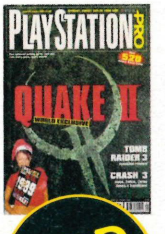


TWENTY SIX
Fiery Spyro The Dragon issue with Platinum Tip book worth a tenner. Also more on TR3 and Crash 3



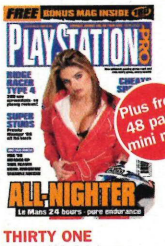
TWENTY SEVEN
Loads of stuff on FFVIII, reviews of Abe's Exoddus, Bust-A-Groove, Madden '99 and news nuggets on PlayStation 2







THIRTY
Action packed feature on PlayStation Carmageddon, plus: Cool Boarders 3 and the ultimate Tomb Raider 1, 2,and 3 cheats book



THIRTY ONE
LE MANS 24 hours – Once again we're first with the big games. Le Mans 24 Hours gets the exclusive treatment as well as a massive look at R4.

win loads of stuff

It's time to get those bobbly thinking hats on once again and rummage around those pixel beaten grey cells for the answers to more typically teasing posers. This month sees the start of a theme-based Teaser. This month the theme is: PlayStation games. Just search beneath the surface of our expert previews and indeed, reviews for the answers, and send them on a postcard marked 'Teaser', to the usual address to be in with a chance of reeling in a bastard of PlayStation-related gear.

TEASER

1 The arcade scratch'em-up Beat Mania comes to our shiny screens later this year. Which playground classic game does it resemble?

a) Simon Says
b) Kick the fat kid till he coughs up his lunch money
c) Kick the fat kid till he coughs up his lunch
d) Hopscotch

2 GT Interactive's new hyperactive beat'em-up Bio F.R.E.A.K.S. features which high-speed metal chick?

a) Carol Vorderman
b) Lara Croft
c) Delta
d) Cher

3 Baby-ridden nappy-fest, Rugrats, was put together by the same team behind which popular game?

a) MDK
b) PaRappa The Rapper
c) Gex 2
d) Duke Nukem: A Time To Kill

4 According to our gaming guru, James, the occupants of the Dodge Chargers and Ford Mustangs featured in GT Interactive's long-awaited Driver, sport which kind of headgear?

a) Rory McGrath's perm
b) Japanese leather goating helmets
c) Afro wigs
d) Baseball caps

5 Psygnosis' surprise Pro office winner, Rollcage will be out later this year, but which of its many featured weapons bores through the vehicles, destroying everything it touches?

a) Proton torpedo
b) Drill missile
c) Richard Whiteley
d) Boring missile

6 Where are you likely to see Japanese stick men playing tennis?

a) On top of buildings and in restaurants
b) Inside a packet of mints
c) Up a pole or within the moist fruit of a melon
d) On beaches and street corners

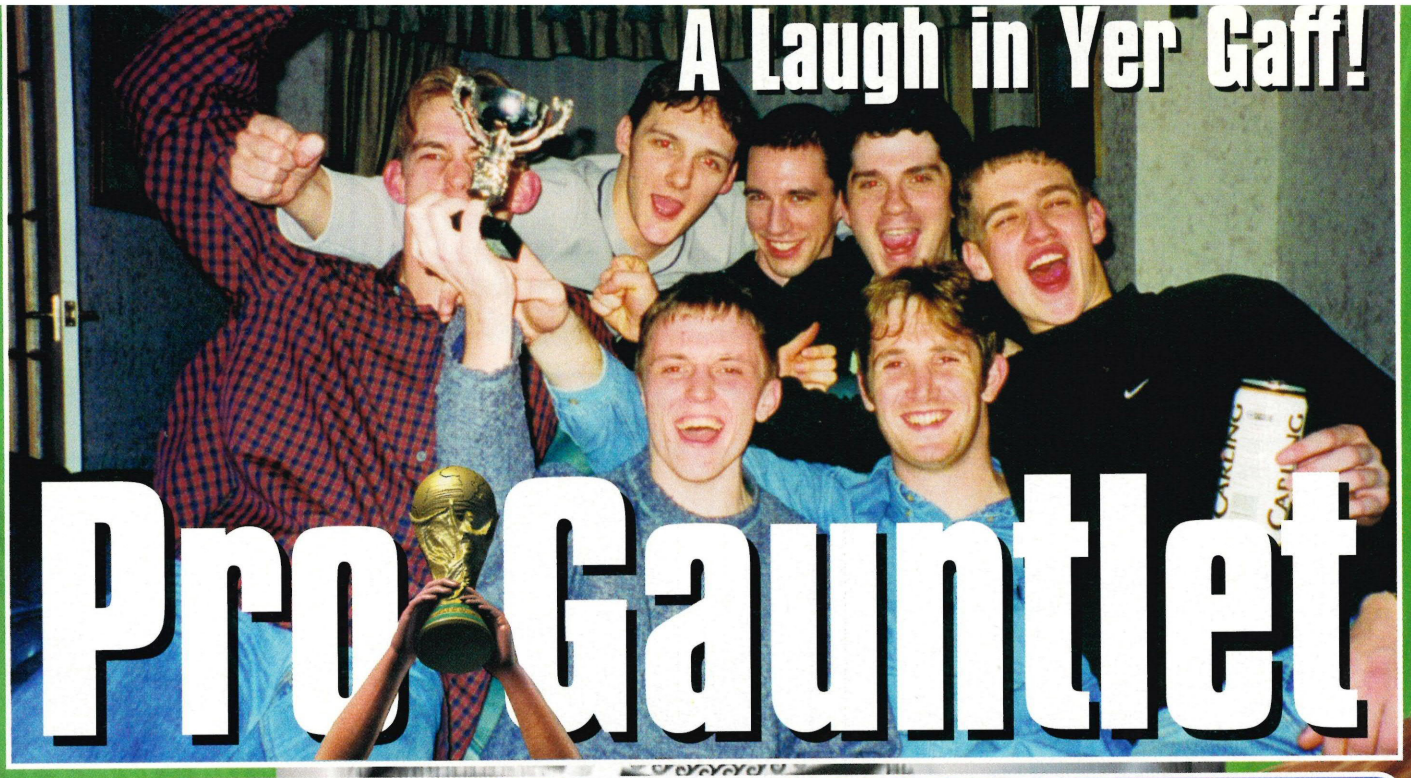
7 What is the name of the system used to provide more detailed car physics and control in the third game of GT Interactive's car smash'em-up?

a) CarPhysics
b) RoadControl
c) TruPhysics
d) SteelWheel

8 – 11 The following shots were taken from a gathering of games in this month's Pro. Write down the name of each release.







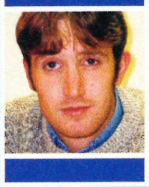
A Laugh in Yer Gaff!

Pro Gauntlet

Think you're a gaming god do you? Blessed with talents so sublime you can take a Turismo license test to pieces, shoot the fur off a Pig Cop's ass at 50 paces and make Forest Law soil his high kicking kecks? Well, here's your chance to show the planet exactly what you're packing in those nimble digits as the Pro team lay down the challenge to all and sundry. If you wanna be the best you've got to beat the best, and that, ladies and gentlemen, means your very own resident experts here at PlayStation Pro. The task is pretty simple really... oh you think so do you! Come on then!

THE CHALLENGERS

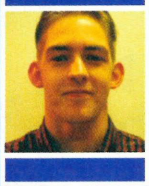
MICHAEL WRIGHT



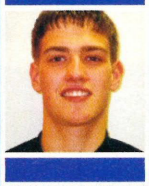
MIKE FAIRLEE



DAVID COOK



LIAM CUNNINGHAM



Round 1

The Pro team aren't averse to a bit of a challenge, so when reader Michael Wright laid down his own do or die offer of a one night only FIFA '99 championship, we weren't about to pass up the chance of dishing out a good pummelling to the testy wannabes of his northern clan.

The rules were simple – we'd compete in a full on four against four match via the miracle of two multi-taps, and then engage in a Pro Challenge Cup competition. We provided the equipment, Mike's posse provided the beer and munchies, as well as a venue – we're obviously not going to invite a strange bunch of inbreds 'round our place now are we?

At 7.15 p.m. on Thursday 28th Jan, battle commenced in the living room of Mr. Wright's house (his parents, who were away on holiday, are due to be freaking out at the pictures right about now). The men we would be facing all hailed from the Wythenshawe area of Manchester and included Michael Wright himself as well as pals Mike Fairlee, Liam Cunningham and David Cook. Pro were represented by James, Sam, Will and Lewis.

The first game on the agenda was the eight-player multi-tap affair, and after agreeing on a team a full 10 minute goal marathon ensued, predictably between Manchester United, and of course, Manchester United!

Liam's laughable outburst of "You Pro lot are going to get a bloody good hiding I'm telling ya! We're going to kick your arses so hard you'll have to crap out of your nose!" was all it took to get the gang fired up, and send us crashing one nil down courtesy of a bleeding own goal by Sam!

You can imagine the pressure now heaped on our shoulders. The ball was placed back on the centre spot, an empty bag of Doritos drifted onto the floor, the ref blew his whistle and the air turned blue in a three minute barrage of traded insults, dirty tackles and calamitous defending. "Who the F*@k's PlayStation Pro?" echoed around the inner city town as we fell 3-0 down at half time.

OFFSIDE REF!

The team captain was not impressed, and James attempted to rally the troops for the second half. "Pass the ball, that's all we've gotta do, preferably to our own players. And Will, stop running the wrong bleeding way will ya! Now get out there and score some feckin goals!"

Not the most inspiring half time analysis, but it did the trick. The Pro lads came stormin' out of the blocks, dispossessing the challengers and slamming one back in the onion bag. Then came another, then another; Mike Wright's third goal slipping sweetly in between our barrage of return fire for the only hat-trick of the game.

It was 4-3 to the challengers and time wasn't on our side as we struggled to pull back the difference. The ball was cleared off the line, tipped over the bar and pushed around the post as our last gasp efforts to save face missed the target time and time again.

Only in the final nail-biting seconds of injury time did our salvation arrive, in the shape of a dodgy keeper throw-out. Lewis nipped in behind the defence, shimmied in front of the goalie, and planted the ball in the back of the net levelling the score. A deathly silence befell the home team until Mike Fairlee chirped in with "You bunch of stuffy bastards!" Victory was sweet!

But you could understand his frame of mind, especially after James knocked in a speculative 30 yarder for a golden goal victory! Round one to Pro then, we came, we saw, we scraped a win. It's a funny old game!

THE PRO TEAM

JAMES



WILL



SAM



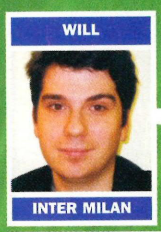
LEWIS





Round 2

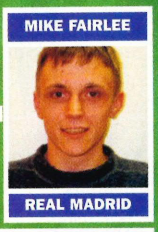
Grande finale time. Eight top European club sides were agreed upon before their names and those of the Pro team and the challengers were thrown into a hat for a random draw - the cup draw followed and all was soon underway. We kept each game time to four minutes and played on the professional difficulty setting with the game speed set on fast and referee strictness nicely in the middle. The Pro lads scored a win in the first round warm up, but who would take home the coveted Pro Challenge trophy?


WILL
INTER MILAN

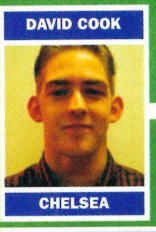

MICHAEL WRIGHT
JUVENTUS

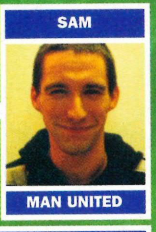
A nailbiting, tension filled 1 - 1 draw passed into extra time and then onto penalties with Michael winning through


JAMES
ARSENAL


MIKE FAIRLEE
REAL MADRID

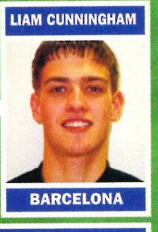
james looked comfortable at 2 - 2 and was odds on for the winner until a last gasp effort sent Mike into the semis


DAVID COOK
CHELSEA

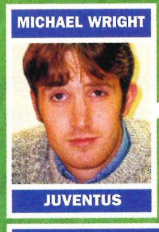

SAM
MAN UNITED

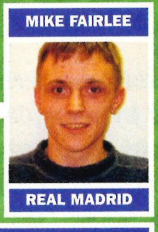
Dave's early strikes sealed our Sam's fate. Two goals down before half time was a bridge too far and it ended 3 - 1


LEWIS
AC MILAN


LIAM CUNNINGHAM
BARCELONA

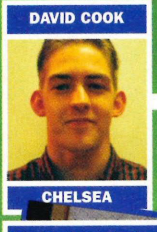
Lewis never looked troubled and sent Liam packing with little effort, his 2 - 0 victory saving face for the Pro team


MICHAEL WRIGHT
JUVENTUS


MIKE FAIRLEE
REAL MADRID

Mates they may be, but there was nothing friendly going on here. Fairlee totally stuffed the Wrightster 4 - 1

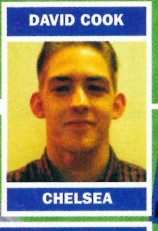



DAVID COOK
CHELSEA

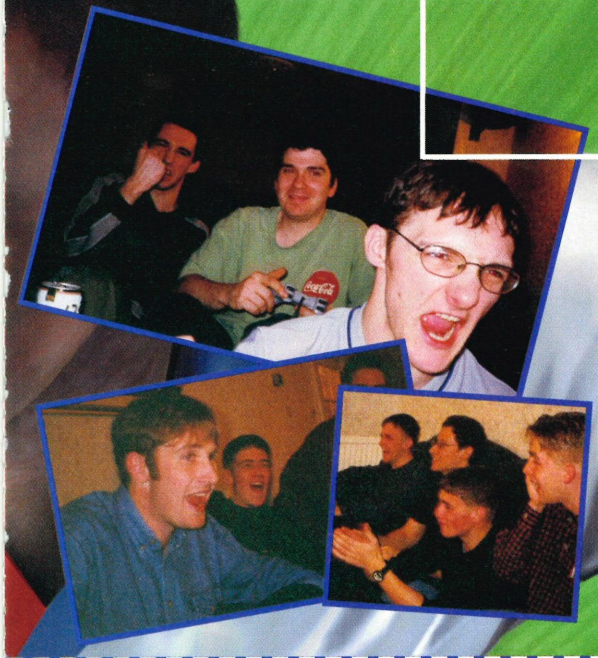

LEWIS
AC MILAN

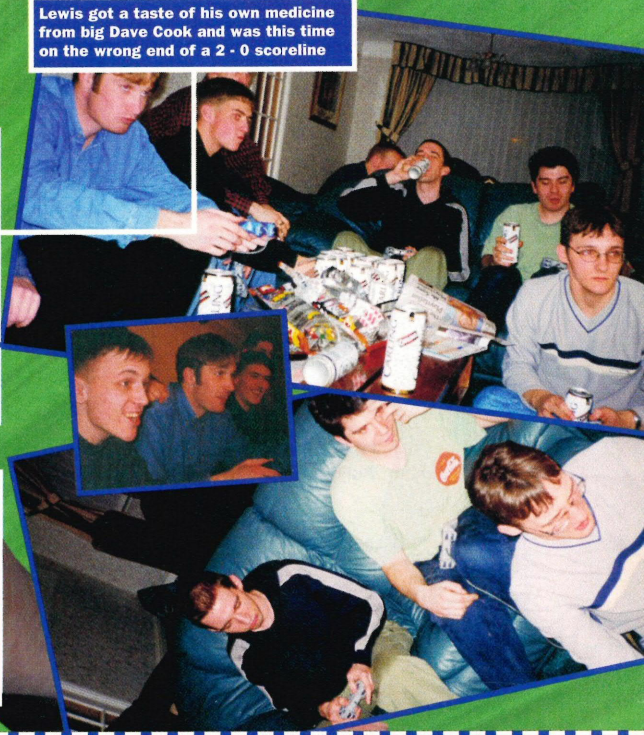
Lewis got a taste of his own medicine from big Dave Cook and was this time on the wrong end of a 2 - 0 scoreline

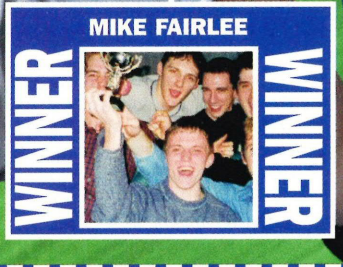

MIKE FAIRLEE
REAL MADRID


DAVID COOK
CHELSEA

There was nothing to stop FIFA addict Fairlee running away with it. He scored 3 to Dave's 1 and ran off with the cup







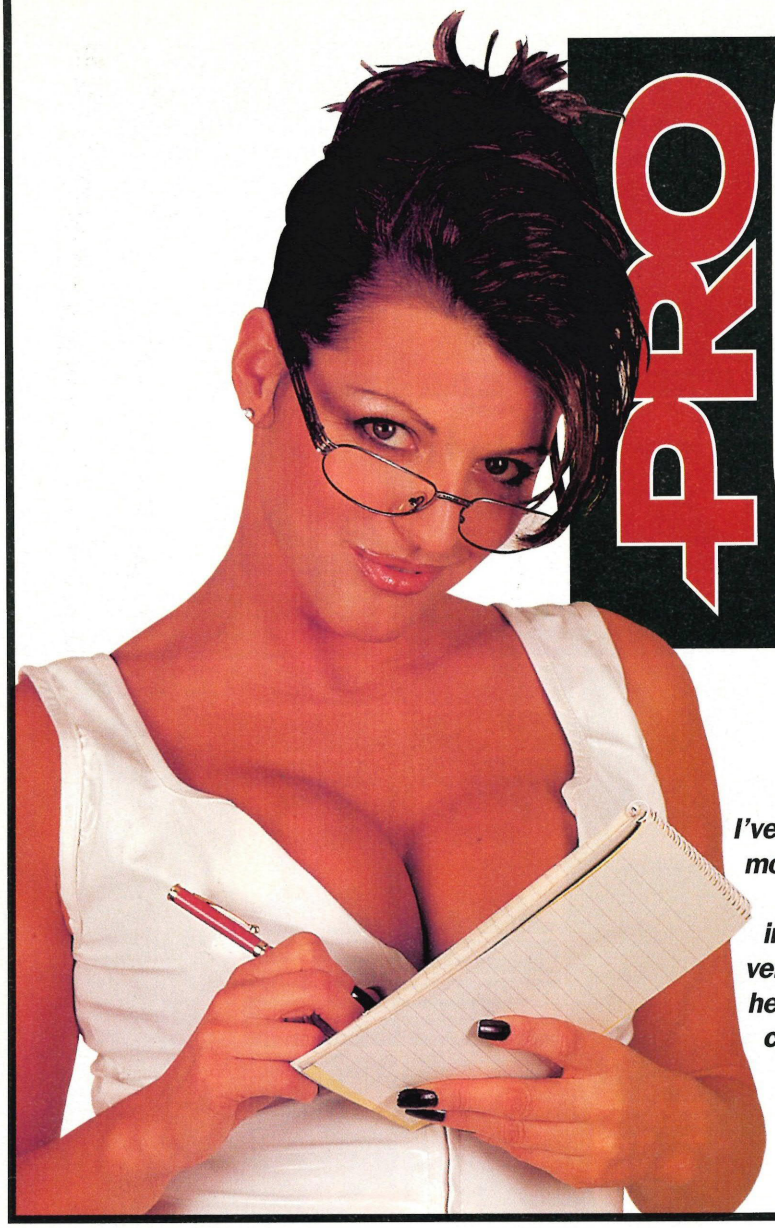


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STICK YOUR PICTURE HERE



PRO Q&A

I've been completely showered with your letters this month, drenched by your pleas for help and drowned in your constant spoutings of distress. But with my in-built buoyancy aids I shall survive to bring you the very latest cheat relief! This month starts with a few helpful words on the amazing Metal Gear Solid, as I coax your Liquid Snake into a very definite Solid

Send all your distress signals to me: Miss Bea Havin, PlayStation Pro, IDG Media, FREEPOST (SK3038), Macclesfield SK10 4YE

METAL GEAR SOLID



PROBABLY the greatest game on the PlayStation. Why? Well if it can keep the lads glued to their TVs whilst I prance about in a bra and knickers, it's got to be a stunna! So to help out all you budding Solid (trouser) Snakes, I've compiled a few helpful hints and tips to the stonking Metal Gear Solid. Enjoy...

TECHNICAL DEMONSTRATION MODE

Successfully complete the following modes in order: "Training," "Time Trial," "Gun Shooting," "Survival." Note: Completing each mode will unlock the next mode in the sequence. "Technical demonstration" mode will now be unlocked. Use it to watch the CPU demonstrate its best time with the gun.

ALTERNATE COSTUMES

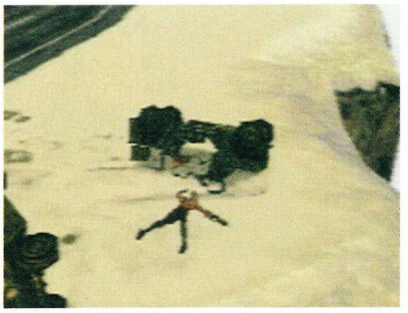
Successfully complete the game two times using the same saved game location. Snake will change into a tuxedo in the elevator during the next (third) time the game is played. Successfully complete the game once more. Snake will change into a Ninja costume during the next (fourth) time the game is played.

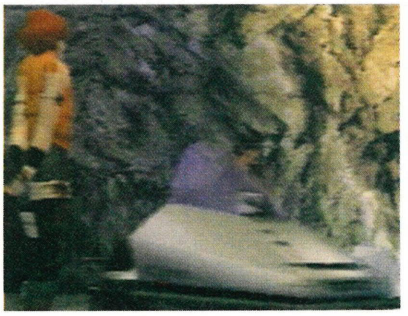
KONAMI GAME SURPRISE

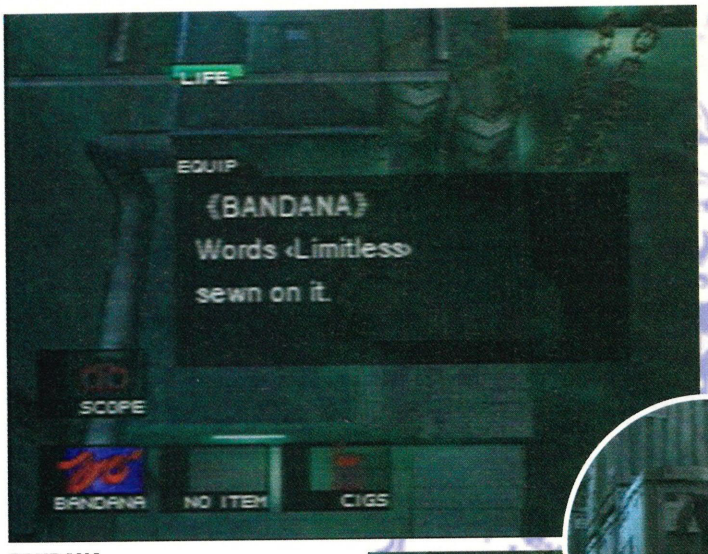
Play the game using a memory card that contains a saved game from any prior Konami title (Castlevania, ISS Soccer, Suikoden, Silent Hill etc). When Psycho Mantis attempts to read your character's mind, he will mention various game titles.

STEALTH GEAR

Successfully complete the game under the easy difficulty level after submitting during the torture by pressing Select. Otacon will give your character the stealth gear after being saved. Allow the credits to complete, then save the game. Load the saved game to begin with the stealth gear.









BANDANA
Successfully complete the game without submitting to the torture. Your character will save Meryl and receive the bandana. When equipped, the bandana will allow unlimited ammunition on any weapon.

CAMERA
Reach area B2 of the tank hanger. At the end of the hallway, to the right of the door where you fight revolver, is a secret room that is entered after using C4 explosive. In the room are card 4 and card 6 doors.

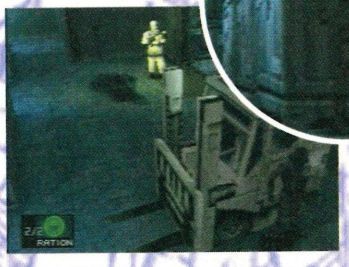
The camera is in the room behind the card 4 door. Use the camera to take pictures to see various extras, such as the faces of the development team.

RED GREY FOX
Get to Grey Fox while dressed in the tuxedo.

PANTLESS MERYL
Follow Meryl into the Women's bathroom and reach the last stall in under five seconds. Meryl will be caught with her pants down during an FMV sequence.

HUMOUROUS MERYL COMMENTS
Look at Meryl with the scope or camera.

HINT: BOX DESTINATIONS
Equip a box while in the trucks to travel to the destination on the boxes.

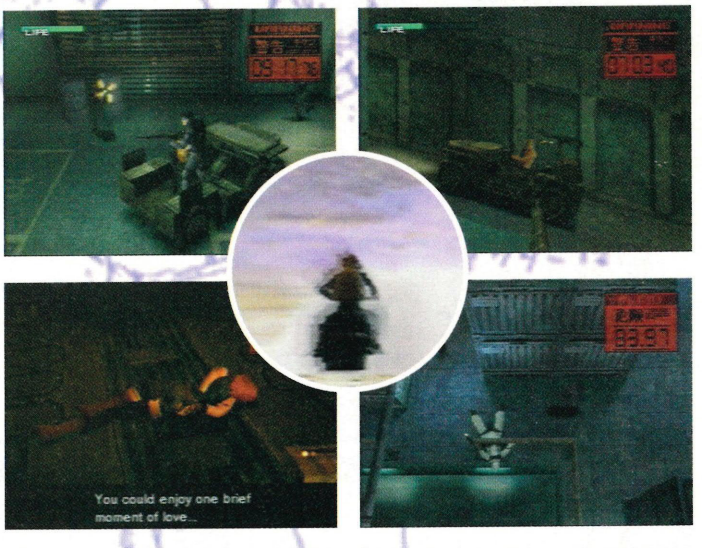


HINT: ANNOY CAMPBELL
Snipe the rats above where you first encounter Wolf or Snipe the ravens when at your second encounter with Raven.

HINT: NAOMI CAMPBELL PUN
Ever notice that Naomi and Campbell are on the same frequency? Together, their names form that of Naomi Campbell, the catwalk model.

HINT: DEFEATING PSYCHO MANTIS
Plug the controller into port two and press any button before fighting Psycho Mantis. The word "Hideo" will appear in the corner of a black screen. Use controller two to fight against Mantis to keep him from knowing your moves. Alternatively, shoot the statues in the top corners with the FA-MAS to deny Psycho Mantis his psychic abilities.

HINT: SEEING THROUGH PSYCHO MANTIS' EYES
Press ▲ when fighting Psycho Mantis to see through his eyes. Not that this'll help you very much, but it is different.



BRIAN LARA CRICKET

Q&A **Dear Madam,**
I thought I'd write and enclose some cheats for Brian Lara Cricket. All the codes are to be entered on the classic match password screen.

Code	Effect
DROPBALL	Butterfingers
PENSIONS	Best XI
SOLIDOAK	Solid stumps
SUNSHINE	Beach party mode
BIGBALLS	Extremely huge balls
SUPERMAN	Big hits
CHRISREA	Helmet camera

Classic match passwords

OVERTIME	Classic match 2
SAUSAGES	Classic match 3
DILLBERT	Classic match 4
BATKINGS	Classic match 5
PANCAKES	Classic match 6

Yours faithfully,
Wayne Oldfield, Halifax

Q&A **Thanks for the tips Wayne, I always thought cricket was a bit dull, but to have extremely huge balls sounds like great fun. I'll have to start watching the sport.**



LIBERO GRANDE



Q&A **Hello you big titted lovely,**
Take timeout from supporting your cleavage with iron struts and pass on a couple of tasty titbit cheats for the oh-so weird footy treat from Namco that is Libero Grande.
Jason French, Brighton

Q&A **Typical Frenchman, sweaty hands and smarmy comments. Just you stick to playing footy on your own and keep your garlic breath to yourself...**

PLAY AS GREGORIO ZONARAS
Successfully complete arcade mode under the normal difficulty setting.

PLAY AS ARNOLD LANG
Score over 8000 points in "Challenge 9" mode.

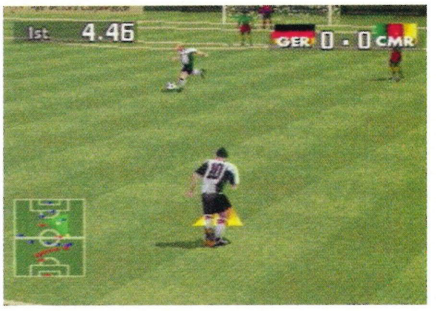
PLAY AS ROLAND, EDGARD CAILAUX, POWEL GARDNER, OR GERALD WELLS
Win the International Cup with all countries under the normal difficulty setting

RUPRECHT GOES
Unlock the last three options in "Challenge 9" mode.

PLAY AS DAVID MAGELLAN
Score over 1150 points in "Challenge 9" mode under all difficulty settings.

PLAY AS MAURICE POULENC
Achieve and overall accumulated score of 100 with any team in "vs. CPU" mode.

1998 WORLD CUP FRANCE MODE
Select "International Cup" and highlight the "New Game/Continue" option. Then hold **L1 + L2 + R1 + R2** and press ●. All teams will be exactly the same as in the 1998 World Cup France Final.





FORMULA ONE '98

To obtain a secret track on this decidedly average racer, enter Cheesy Poofs as your Edit Driver name.







O.D.T.

Dear Miss Bea,
I was conned into buying ODT by a mate who said it was dead good. But it's really shite, so can you help me out with some fine cheats for it?
Andrew Townsend, Wolverhampton

Who needs friends eh? This is the kind of poor quality Lara wannabe that should have been killed at birth. But if you insist on playing, here are a few codes to help you in your woe.

FULL ENERGY
Pause game play and press ⬅, ⬆, ⬇, ⬆, ■.

FULL AMMUNITION
Pause game play and press ⬅, ⬆, ⬆, ⬇, ●, ■.

FULL MANA
Pause game play and press ⬅, ⬆, ⬅, ⬆, ●.



APOCALYPSE

STAR LETTER

Dear Miss Bea,
I've long been an admirer of glowing globes, and so instantly rushed out and bought myself a copy of Bruce Willis' latest follicle-challenge, Apocalypse. Now I know that his singular shining pate is no match for your bristling pair of comfort and joy, but since I can't tempt you 'round to mine, I'll have to settle for Brucie's brilliant orb. But now that his shine is wearing a little thin, I was wondering if you could pluck from your heaving mass of cheats a choice selection for my lonely PlayStation?
Matt Brown, Knutsford

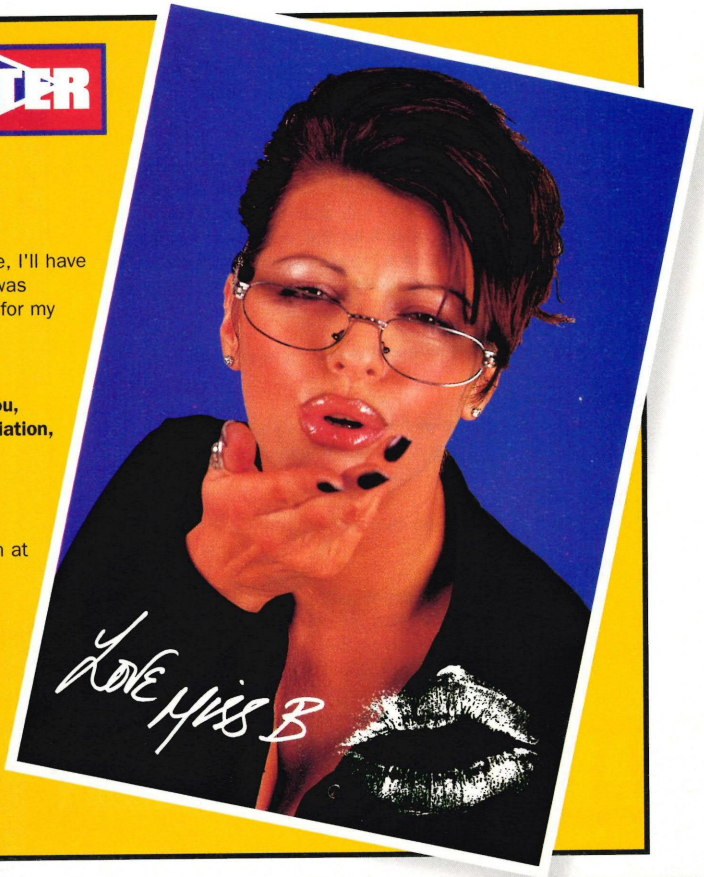
How could a girl refuse such a glowing request for cheats. I've chosen you, Matt, as my first Star Letter of the month – and as a little sign of appreciation, you'll be receiving a signed photo from me. Now here are you cheats...

LEVEL SELECT
Pause game play, then hold **L1** and press ▲, ⬆, ✖, ⬇. The sound of a gun will confirm code entry. Choose the "Exit" option to access the new level select option at the main menu.

FULL HEALTH
Pause game play, then hold **L1** and press ■, ✖, ▲, ●. The sound of a gun will confirm code entry.

ALL WEAPONS
Pause game play, then hold **L1** and press ■, ●, ⬆, ⬇, ✖, ■. The sound of a gun will confirm code entry.

UNLIMITED LIVES
Pause the game, then hold **L1** and press ▲, ●, ✖, ■.



HEART OF DARKNESS

Dear Miss Bea,
Heart Of Darkness is a good game, but I'm totally stuck on disk 2. There are these things that keep doubling up every time you kill them! So please, please send me some cheats!
PS. Don't take no shit off the boys that call themselves men!
Jennifer, Oldham

Thanks for the advice Jennifer. It's refreshing to have a PS that isn't begging me to send the contents of my knickers draw by courier to some slavering hormonal gamer. So as way of thanks, please accept these gorgeous cheat codes...

Cheat mode
Hold L1 + L2 + R1 + R2 on controller two and turn on the PlayStation. Keep the buttons pressed and enter the options screen from the main menu. Then, choose the "Load Game" option from the "Treehouse" screen to select any level or FMV sequence.



CROC
Legend Of The Gobbos



Q&A **Dear Miss Bea,**
I've just bought Croc for my girlfriend and she's having no end of problems with the reptilian little bastard. I can't be bothered with it, so can you give her a few hints and cheats or I'll end up wringing it's little green neck.
Simon Lewis, Swansea

Q&A **I presume you mean that you'll wring Croc's neck and not your girlfriend's? As for your cheats, it's a bit of a cop-out to say that you can't be bothered with it. It wouldn't be the case that you're a little crap at Croc now is it? Nevermind, I'm here to help both you and your sickly girl out of the mire.**

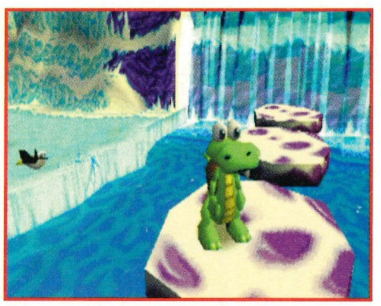
LEVEL SELECT
Enter ⬆⬅⬇➡⬅⬇⬆⬅➡➡⬇➡➡⬆ as a password.

SUPER PASSWORD
Enter ⬅⬅⬅⬅⬇➡➡⬅⬅⬇➡⬇⬅⬆➡ as a password to start at the final level of hidden island 5-B with all secrets.

SOUND TEST
Press Select at the "Audio Options" screen.

INVINCIBLE FALLS
Pause the game as Croc yells while falling. Press **Select** and choose the "Quit" option. Then, select the "No" option. Press ⬇ at the quit game screen so neither the "Continue" or "Quit" options are selected. Press ✖ and restart the current level without losing a life.

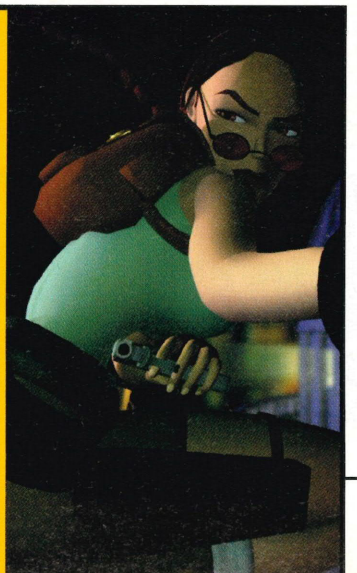




PLANET EARTH, HELLO?

Q&A **To Miss Bea Havin,**
I have a complaint to make about Tomb Raider 1. In Lara's home all she has is a library, staircase, crates, a swimming pool and a room to practice her moves. She hasn't got no kitchen, no dining room, no toilet, no staff, no clothes, no socks, no car, no shoes, no underwear and no bedrooms. Is this because she's never hardly there or is it because they're hidden somewhere? And there is a rumour saying you have to press ▲, ✖, ● and ■ all at the same time to get her nude. Are they true?
Alex McEvoy, Kent

Q&A **Alex dear, I think you're sitting a little too close to the telly. She's not real. At least not until Tomb Raider 2 and 3 where the designers added a lot of those fittings and features that are so obviously causing you distress. As for the nude code... you mean you haven't tried it yet? Well, to make it work you must first pass through her wardrobe into a secret world filled with fawns and evil witches (someone beam me up right now!).**





PSYBADEK

Q&A **Dear Miss Bea Havin,**
I recently bought Psybadek, and although I dig the cool tunes, the game itself leaves a little to be desired. Could you spice it up a bit with a few cheats, and perhaps a topless shot of your gorgeous body?
Yours desperately,
Timothy Garford, Bath

Q&A **Why can't you lot use your imaginations and not just your left hands? Get a grip Tim, and not of your love cannon, and turn your attention to beating one of the easiest games I've ever played. I suppose you just need a good rhythm method...**

INVINCIBILITY
Enter DONDAHAOS as a password.

LEVEL SELECT
Enter GOANYWHERE as a password.

TURBO MODE
Enter DEKPOWERUP as a password.

NINE LIVES
Enter DONTDIONME as a password.

TURBO DEK
Enter DEKPOWERUP as a password.

SLOW DEK
Enter CLAPPEDOUT as a password.

LARGE XAKO
Enter INLILLIPUT as a password.

TINY XAKO
Enter SIZOFANANT as a password.

LUNAR GRAVITY
Enter WALKONMOON as a password.

UPSIDE DOWN MODE
Enter TOPSYTURVY as a password.

WOBBLE MODE
Enter JELLYJELLY as a password.

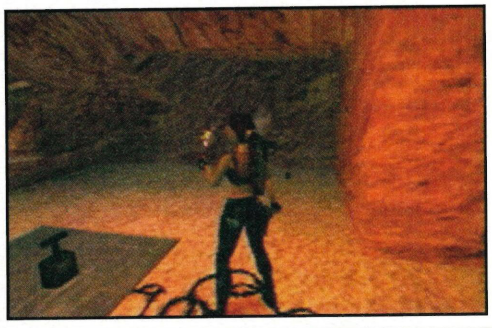
SLIPPERY MODE
Enter GREASEDDEK as a password.

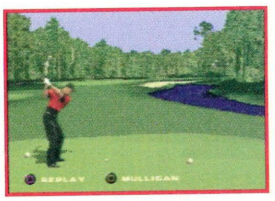


TOMB RAIDER 3

Dear Miss Bea Havin,
Recently I got Tomb Raider 3 after waiting ages for it. I'm now stuck on the first level, so would you please give me some cheats for it.
PS. Send me a signed picture of yourself please.
Ben Wilson, Newcastle.

Sorry Ben, only my star letter wins a signed photo of yours truly. And to add to your misery, despite having all the Tomb Raider 3 cheat codes, those erm, 'nice' people at Eidos won't let us release them to the public. Something about court action and terms of imprisonment, and I've had to many brushes with law in the past.



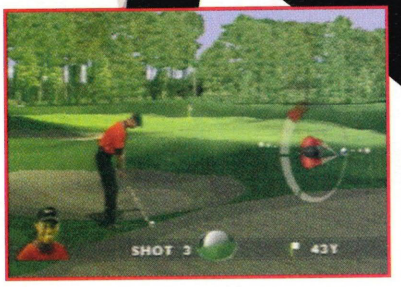


TIGER WOODS '99

Dear Miss Bea,
I've just bought the brilliant Tiger Woods '99 and want some cheats. I also think you are wearing too many clothes. Please stop it now!
Daniel Newall, Hants

Easy Tiger, you're liable to lose control of your balls altogether, and that would be very off putting (groan). But despite the fact that the team hated the game, I'm giving you a little cheat for being so feisty...

Annoy opponents
Press ✖, ■, ▲, ●, **L1**, **L2**, **R1**, or **R2** during an opponent's turn in multi-player mode.



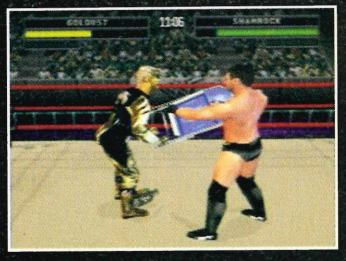




WWF WARZONE

To Miss Bea Havin,
Could I have some cheats to WWF Warzone? I want to be the champion.
Phillip James Austin, Grantham

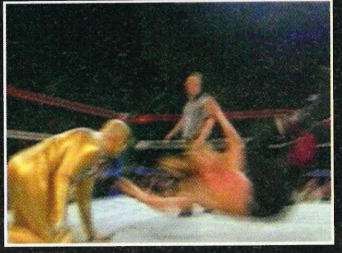
A slight name change to Stone-cold Austin and I think you might be onto a winner Phillip. Although dressing up in all-in-one tights and lathering yourself in baby oil is the kind of thing that I used to aspire to as well. Here are your codes...



VIEW UNLOCKED CHEATS
Press L1 + R1 in the elevator to list the hidden features and modes that have been successfully unlocked as described below.

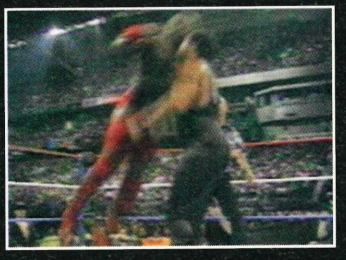


PLAY AS CACTUS AND DUDE
Win WWF title in challenge mode with Mankind under the medium or hard difficulty level. Cactus Jack and Dude Love will now be available on the character selection screen.



PLAY AS TRAINER
Enter training mode and select "Custom" followed by "Trainer" at the character selection screen.

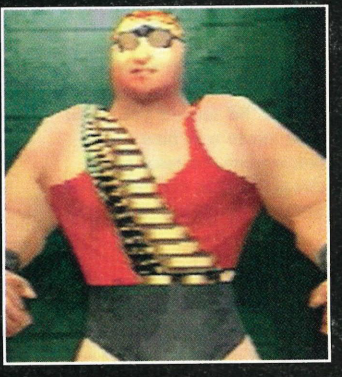
PLAY AS SUE
Win the WWF title in challenge mode with Bret Hart or Own Hart under the medium or hard difficulty level. Sue the ring girl will now be available as a custom wrestler.



NEW DUDS
Win the WWF title in challenge mode with the Kane under the medium or hard difficulty level. Additional shirts, jackets, masks, pants, and more clothes will be available in creation mode.

EXTRA GOLD
Win the WWF title in challenge mode with Goldust under the medium or hard difficulty levels. Then, hold L2, R1 or R2 while selecting Goldust on the character selection screen to more costumes, including the MarilynDust and DustyDust versions.

EXTRA COLD
Win the WWF title with Stone Cold under the medium or hard difficulty levels. Then, highlight Stone Cold on the character selection screen





ARSE!

Q&A **Dear Miss Bea,**
I want tips and cheats to FIFA '99, and I want them now! After that, come round here and let me put my head between your gigantic tits!
PS. Don't forget to leave your phone number!
Lee Stevens, Gwent

Q&A **What's the matter Lee? The flock not in town tonight? As for your offer, it's about as enticing as having my nipples chewed off by slugs (not that it wouldn't be any different I reckon), so keep dialling in the North West region, you're bound to hit my number eventually.**



GRAND THEFT AUTO

Q&A **Dear Miss Sexy,**
I like PlayStation Pro and of course you Bea. Well, I was wondering if you could give me a few cheats for Grand Theft Auto. I just can't pass the levels on it. Thank you a lot. Love from
Gavin Wayne Jones, Anglessey

Q&A **You almost won the star letter this month Gavin for having the most Welsh sounding name I've ever heard. But you didn't. So instead I'm going to reward you with Grand Theft Auto cheats, so you can cause a little chaos on your windy isle.**

Input as name at the character selection screen

BSTARD = all guns + infinite ammo, Level-Select, 99 lives, x5 multiplier, get-outta-jail-key, armour,

THESHIT = all guns + infinite ammo Level-Select 99 lives x5 multiplier get-outta-jail-key armour

MADEMAN = all guns + infinite ammo, Level-Select, get-outta-jail-key, armour,

GROOVY = all guns + infinite ammo, get-outta-jail-key, armour,

WEYHEY = 9999990 points

EATTHIS = Wanted Level 4



DARK FORCES

Q&A **Dear Miss Bea Havin,**
I've just got this new game, Dark Forces, and I am having trouble with Mission 3 where you are in the sewers. Do you have any cheat codes to help me?
Ian Knight, York

Q&A **Switch off the lights, put a bin liner on you head (with safety holes cut out for eyes, we don't want you suffocating) and gargle with a iron filings – you're now ready to get in touch with your dark side. Alternatively, you could just try entering these codes. Oh, suit yourself...**

LEVEL SELECT
Select 'Restore Game' and enter **P3NDLDQNY2.** Then select 'Start Game' and you'll have the choice of all 14 levels.

CHEAT MENU
To access the cheat menu, just press the following during play: ⬅, ●, ✖, ➡, ●, ✖, ⬇, ●, ✖. If entered correctly you'll be presented with a whole host of new cheating type options.

ADIDAS POWER SOCCER '98

Q&A **Dear Miss Bea,**
Do you have any cheat codes for Adidas Power Soccer '98?
PS. I think that Louise Nurdling is better looking than you, so stop shoving your face all over my mag.
Jamie Talbot, London

Q&A **Owning a copy of Adidas Power Soccer '98 shows you have poor taste and bad judgement, so take your cheats and in future stick to Smash Hits for your thrills...**

Cheat mode
Hold **L1 + L2 + R1 + R2** at the main start-up screen to display the cheat entry screen. Then, enter one of the following codes to activate the corresponding cheat function.

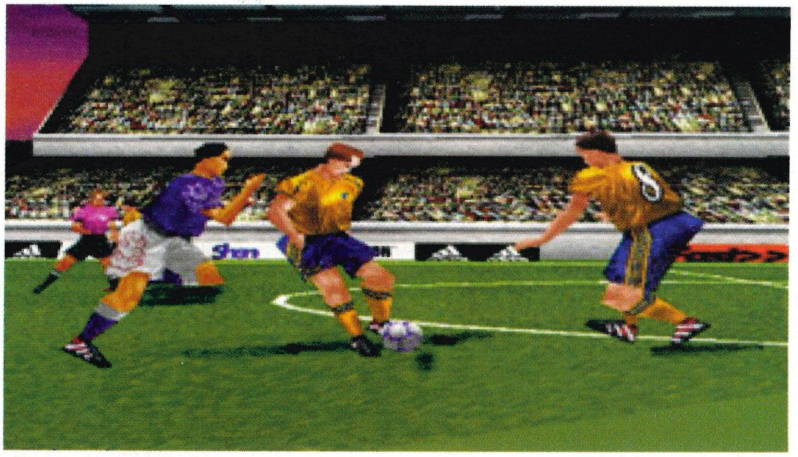
Big head mode
Press ■, ●(2), ✖, ▲, ✖, ■, ●.

Hidden teams
Press ✖, ▲, ✖, ■, ●, ■, ✖, ▲. A new flag will appear to the right of The Netherlands.

View credits
Press ●, ■, ▲, ●, ✖, ▲(2), ■.

Bonus stadium
Press ■, ●, ■, ▲(2), ●, ✖(2) to enable "The Difference" stadium.

Win match
Press ✖, ▲(2), ●, ✖, ■, ●, ▲. Then, pause game play to win the match of your choice.

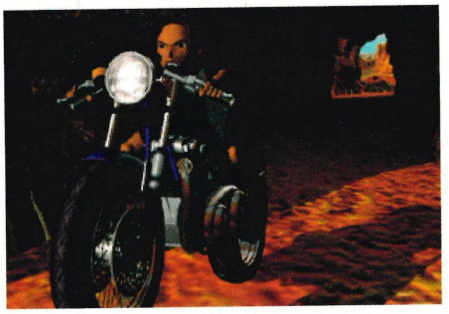


TOMB RAIDER & ACTUA SOCCER 3

Dear Miss Bea Havin,
I am a newcomer to the PlayStation and I think your mag is great. Two of my games are Tomb Raider 1 and Actua Soccer 3. I would be very grateful if you could print some cheats for these games. Many thanks,
Joesph Hawe, Killkenny

I'd like to think of PlayStation Pro as my mag, Joesph, but the lads might have a few opinions about that – but thanks for the compliment. As for your old and new cheats, I love an Irish accent, so here're all your cheats...

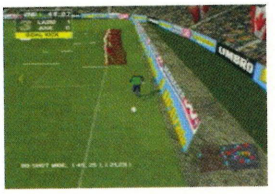
TOMB RAIDER
Level Skip
Enter this code on the inventory screen to access the level skip: **L2, R2, ▲, L1, L1, ●, R2, L2.**



All weapons and ammunition
On the inventory screen enter the following codes. Once completed, resume your game and then nip back to inventory to try out your new hardware.
L1, ▲, L2, R2, R2, L2, ●, L1.

ACTUA SOCCER 3
Bonus teams
Enter **PREM CLUBS** at the team creation screen to unlock 24 more teams.

Joke teams
Enter **TFF TEAMS** at the team creation screen to unlock 24 funny teams.



CRASH 3 & SPYRO

Dear Miss Bea,
Just a quick request for you. Cheats for Crash Bandicoot 3 and Spyro The Dragon, please.
Michael Rus Schrieber, Larvik

It's nice to hear from one of our Scandinavian readers, particularly one so close to Oslo, a favoured city with many of my 'other' magazines (and they're selling very well I believe). But back to business (of a different nature), your Crash and Spyro cheats kind of overlap, so I'll bundle them all together for you below...

CRASH BANDICOOT: WARPED
Spyro The Dragon demo
Press Up(2), Down(2), Left, Right, Left, Right, Square at the title screen.

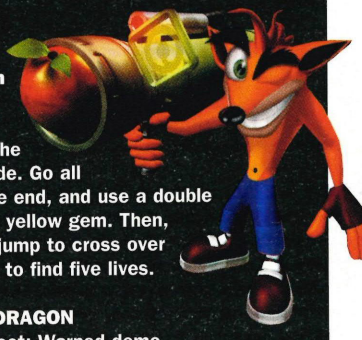
INSTANT UKA UKA
Press Triangle + Circle + X + Square. Note: This may only be done once per life.

HOT COLD BONUS LEVEL
Go to Level 14 and ride about half way through the level to find alien crossing sign on the left-hand side. Run into the sign to be transported to level 31.

EGGIPUS REX BONUS LEVEL
Go to Level 14 and take the yellow gem ride. Continue until reaching the area where the huge dinosaur chases Crash. Allow the second pterodactyl to capture Crash to reach level 32.

105% COMPLETION
Collect all relics and gems, including those from the Hot Cold and Eggipus Rex bonus levels. The relics that are collected must be at least gold or platinum. Then, approach Crash's sister, next to the save spot, to find another clear gem. Take the gem to view a fireworks display and finish with a 105% completion status.

Hint: Five lives location
Begin game play on level 14 and take the yellow gem ride. Go all the way to the end, and use a double jump over the yellow gem. Then, use a double jump to cross over the steel wall to find five lives.



SPYRO THE DRAGON
Crash Bandicoot: Warped demo
Press L1 + Triangle when "Press Start" appears at the opening screen.

99 LIVES
Pause game play, enter the "Inventory" menu, and press Square(6), Circle, Up, Circle, Left, Circle, Right, Circle.

FASTER RUNNING
Hold Run + Jump during game play.

SECRET LEVEL
Collect all the gems to obtain a 100% ending. Go to Gnasty's World and approach the green dragon head. The head will open to allow access to the Gnasty's Loot bonus level.

HINT: AVOID DEATH
Pause game play and exit the current level if faced with imminent death by falling. Note: This may not be done in the home levels.

HINT: GEMS IN THE ICE CAVERNS
Run into the poles in the ice caverns in Peacekeepers to get the gems off of them.



X-MEN VS STREEFIGHTER

Dear Bea
Yo baby!! Yo sexy!! I really admire your breasts and I hope you can send me a flattering photo of you with a large and sexy bra and if you are ready to talk to me call me on (number withheld - sorry, I know you all want to talk to him). Help me. I am having trouble doing the extra options and tag team in Vs mode in X-Men Vs Streetfighter.
Sean Ashaye, London

You're telling me you need help. Yo baby? Give me a break. And just a thought – If I wear a large bra it'll cover up my breasts – is that what you want? Should I start wearing a boiler suit? Is that sexy? But I am here to help everyone, even the afflicted, so here are your tips Sean...

EXTRA OPTIONS
At the Main Menu (where you choose Arcade Mode, Vs, etc.), quickly press: ▲, ▲, ⬅, ●, **L1**. If done correctly an option screen will appear. From here you can change to Original mode, which enables tagging in VS. Mode only. You can also set your Power Meter to always be charged.

TAG TEAM IN VS. MODE
After switching to Original Mode, start a two player Vs. game. Choose your characters and have your opponent choose the same in reverse. For example, if you choose Ryu and then Ken, your opponent must choose Ken and then Ryu. To switch characters during play, hit **L2** and **R2** simultaneously.



PLAYER'S GUIDE



Getting itchy for the end? Well scratch away, we're going to take you there

Cra
Bandic



Crystals: 25

Each of the twenty five levels of the game has a Crystal. These are not hard to find, the majority of them are scattered very obviously with the path Crash has to take to reach the end of the level.

Relics: 28

Each level has a time trial with a set time you have to beat. Completing the level in the given time will have you rewarded with a sapphire relic. But, once you've received the sapphire relic you'll then be given a new time to do it in, success will result in you getting the gold relic. You cannot get any of the gold relics without the running skill, which you don't get until the end of the game! So, going for any of the time trials before completing the game is a waste of time.

Gems: 42

Twenty five of these Gems you get just for smashing open every box on each level. Pretty simple really. The other seventeen Gems are obtained only on completion of the game.

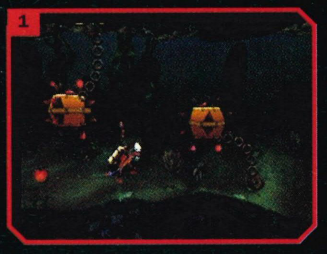
Powers: 5

Once you've got the five crystals from each world, you then go on to fight the end of world baddy. Beat this guy and you'll be awarded with a new power.

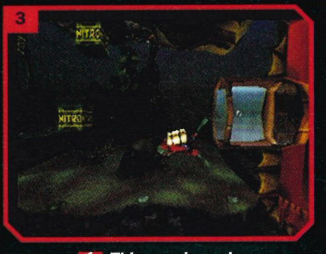
sh oot : Warped

WORLD THREE







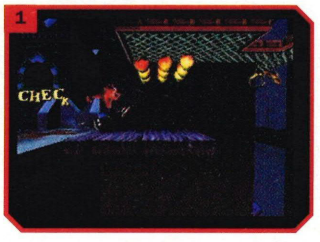


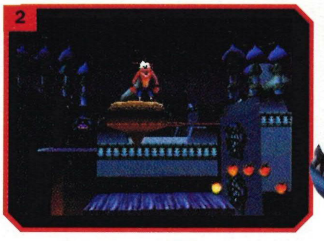
1 This requires clever weaving. 2 Hit the "!" then get your arse back to the formerly transparent crates. 3 dodge the nitro, you'll blow them up with special crate.

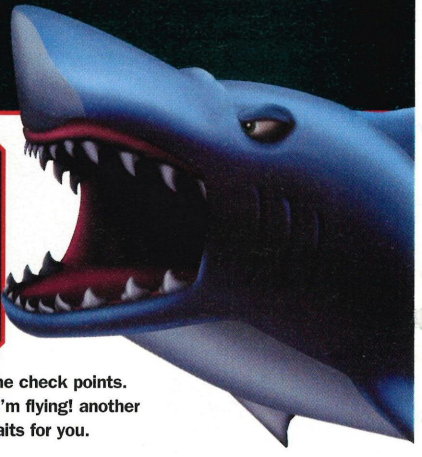
Deep Trouble: Crystal & 2 Gems

Underwater level here we go again. Get the sea-motor and go right. Smash all the crates and use your missiles to blow the TNT away, giving you a pathway right. Destroy the nitro with a missile then keep going right killing all the spikey fish. Get rid of the sea weed and smash the crate behind it. Enter the dome 9losing your sea-motor and follow the disk round clockwise to the tunnel going down. Watch the mine and sea snakes and smash the crates at the bottom. Kill the shark, hit the re-start and get the mask. You've got to be careful here, these water jets will kill you. Wait until they've died down then pass the pair of 'em. Kill the shark, dodge the mine, smash the crates then dodge the second mine by swimming to the top of screen. Smash the next crates and enter the tunnel. Dive down smashing all crates and dodging the spikey fish. Exit and kill the two sharks. Hit the re-start then time your pass of the jets. Keep on right killing the sharks and smashing the crates. Leave the nitro put, you'll be smashing that elsewhere. Dodge the next two jets and here you'll find a plot of fruit leading up, but first go right. See that transparent block? Remember it. Now go up and watch out for the sea-snake. Enter the dome and follow the disk round to the right and pass the get. Smash the re-start and get on the sea-motor. Swim right smashing all crates, seaweed and foes. Destroy the nitro with your missiles. Pass the jets and hit the silver "!". Now head back to that transparent block I pointed out before. It's now TNT. Touch the top of it then swim away while it explodes. Go through the newly opened path and smash the re-start. Go into the tunnel and make your way down. Take care of these spiky fish, they can be nasty. Avoid the nitro and go left. Make your way through the many nitros and the two jets. Time your way through these jets, there's a spiky little bastard in between 'em. Go through the thing tunnel and kill the shark. Hit a couple of the crates then swim back while the fireworks go off. Kill the next sharks. Swim through the jets and hit the green crates, thus exploding all offending nitros. Get the two Gems and leave.









High Time: Crystal & Gem

1 Never miss the check points. 2 Look at me! I'm flying! another bonum section waits for you.

Run forward and smash the four crates. New element in the house here. You have weirdos chucking fire at you from the window. Time you move and pass the two offensive efforts. Smash the crates and bounce up on the bouncy block. Use the canopy to reach the platform. Smash the crates and get on the floating carpet. From there jump onto the canopy and get on the next platform. Kill the floating dude and get on the roof. run up the screen and demolish the pile of crates. Go right and use the next carpet to reach the platform on the right. Smash the crates and spin jump into the pot holder. Time your pass of the next two fire bombers then hit the re-start. Get on the climbing frame and keep on right. Kill the scorpion and the flying dude. Smash the crates and the next scorpion. Drop down and the next platform and smash the pile of crates. Drop down on the carpet and jump to the next platform. Smash the crates and jump onto the net carpet. Get on the bonus platform. Jump the steel pillar and smash the eight crates. Smash the next two normal crates and jump on the pile of two steel framed ones. Body slam them and walk right. This bit is hard as nails. You have to smash the very highest crate which can be a problem. There are a few ways, trial and error will get you there. Double jump the next gap then make haste back to the proper level. Go forward and use the carpets to reach the other side of the void. Get the crystal while you're here! Smash the re-start and keep on forward. Sort the pot holder out and time your pass of the two fire bombers. Get the mask and make your way up to the roof using the canopies and carpets. Set the TNT off as well. Sort the pot holder out at the top. Set one of the TNT's off and stand back. Keep on forward using the carpets to get to the next rooftop. Smash all crates and get the re-start. Drop onto the platform but up to the screen. This cutlass boy throws 'em at you. When one has passed go into the main platform and run right, jumping his swords. Waste him then bounce on the TNT. Jump on the carpet and kill the floating guy. Next platform, set the TNT off and kill the pot carrier. Get on the climbing frame and go right, smashing all crates (including those two in the background). Use the carpet to get to the next climbing frame. Kill the scorpion, smash the crates and complete the level.

Double Header: Crystal & Gem

Another Toad Village type level. First thing you notice is where the name comes from, that fat double headed freak just near the start. Run close to him and do a double jump and spin into his head, just as his clubs are pulled back. Keep up and get the mask, smashing all other crates in the process. Further up, kill the next two head giant then make your way through the puddle, avoiding nitros and killing frogs. Kill the next giant and make your way through the holes in the ground. kill the knight then hit the re-start. Jump the gap and kill the knight. Kick start the TNTs then keep running up the path. Smash the flashing crate then make the next jump so you'll land on the giant's head. Keep going forward and set the next couple of TNTs off. Kill the goat on the table then VERY quickly bounce on the TNT on top of the flashing block, to late on the block will turn to steel making it unbreakable. Smash the next one, jump the table and kill the goat. After the two holes in the floor you'll encounter another wizard. Waste him then keep on up. You can smash some of the nitro in the distance by spinning the frogs into 'em, but you don't need to, just keep running up. Do the wizard on the bridge in, smash the crate and get on the "?" platform. Use the bouncy block to smash all the higher crates then smash the bouncy one.

Do the same with the next stock pile. Double jump both TNT's and crash into the steel block on the next platform. Go back and use the newly formed bouncy block to smash the higher crates then set the TNTs off. Go right and double jump on to the lifted bouncy block to smash the higher ones. Then from the right, spin the crates below the TNT, this will set the TNT off. Get back to the level and run up the path. Kill the giant and keep on up the path killing all frogs and smashing all crates. When you see the wizard in the distance, chill out a bit. His magic spells cross the gaps so prepare for this before you have him in range. Kill him and cross the bridge. Kill the giant, the goat and the frog. All that}s left now is the last giant, placed firmly between two holes. Kill him, smash the green box (destroying all nitros) then exit.

3 Spin into the crates, but don't over spin or you'll sink through 'em. 4 These little bastards can cause heartache, take your time.



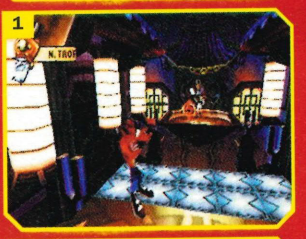


N. Trophy: Death Tornado Spin

Hardest baddy yet, but that's games for you. Jump his first fire ball, then the laser from the front, then right, then left. Make your way over the rugged platform and spin into him. He'll teleport to the platform you were stood on so you've switched places. Jump his first firebomb and let his second go over your head. His ground hogging lasers are forward, forward, right then forward. Again use the new platform to get to him and spin into him. Double jump your way there if need be. Again, jump his first firebomb, ignore his second and jump his third. Left right, forward, left, left. Harder platform to jump to this time, but once there you'll have him dead. Get the spinning power!



1



2





4



1 Jump most of the fireballs. 2 Jump ALL of the lasers beams 3 Double jump these platforms. 4 What short captions! Super Spin!

WORLD FOUR







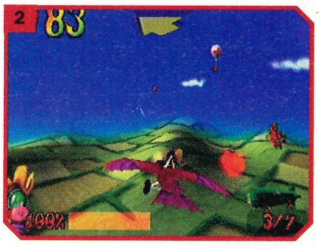


On starting, run into the screen, smash the four semi-secret crates then go forward, taking the right direction. Jump the gaps and smash the crates. You'll come to a bouncing box, smashing into this will release the Mummy inside. Kill it then keep on up. The next new element is the retracting spikes. When they are down jump over 'em. Simple really. Set the TNT off then stand at the edge of the next gap right up to either side of the wall. Jump and kill the flame thrower guy then make your way through the doors. Traverse the moving platforms and when you reach the spotlights take caution, it's quite tricky this time. Stand in between the first two then double-jump directly north towards the Nitro, direct Crash left once you've past the second spotlight, missing the Nitro. Move through the oil slick like you did in Tomb Time, get the re-start then make your way up the huge flight of stairs. Make sure all the TNTs are set off then make your way through the next field of hazards. Dodge the Nitros on the following oil slick then jump on the moving platform, taking you to another one that you need to jump on. Kill the flame thrower from behind. Get the Crystal then jump on the bonus platform. Set all TNTs off, you sometimes have to use them to bounce up to higher crates. When you come to the steel frame crates, do a body slam to the left (from the steel crates) of it so you only destroy that one crate, then destroy the other how you normally would. Back in level, smash the four pots and the monkeys inside then wade into the next wall of crates, setting the TNT's off. Smash the six monkey pots then stand on the switch, revealing the end and the green "!" box. Hit this to destroy the Nitros then collect the Gem and finish.

1 These falme thrower guys can be a pain to kill, make sure you're right up to the either side of the wall. 2 As soon as the Mummy is out of the box, kill it before it picks you up 3 Get out of the TNT's range before it blows! 4 Just steam right into the monkey pots, so long as you keep moving you're not going to get hit.











Bye Bye Blimps: Crystal & Gem



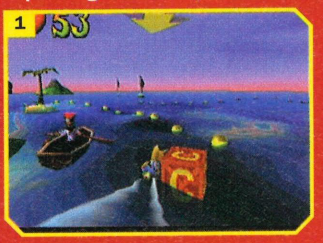
Good level this, most fun. You've got to destroy the seven blimps to get the Crystal. There are also eleven crates floating from hot air balloons that need to be destroyed if you want the Gem. Make sure you destroy the final crates before the final blimp. The bi-planes that come into attacks are infinite so don't waste time trying to smoke 'em, just take them out when they're in your sights. If they are attacking you, do a roll with square to avoid the bullets. A few of the crates are medical crates (the red cross on the balloon indicates which are which). Try and not destroy these until you are below 50% health. Pretty easy stuff, just keep flying around shooting things, it shouldn't take you very long.

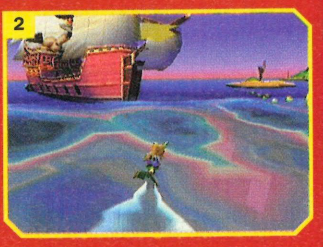
1 And we're off! Always start shooting as soon as possible to get maximum hits in. 2 Take note of the health crates, you'll need them if you take damage. 3 Remember to try and take the enemy planes out before they turn around and attack you. 4 The last blimp, just before you finish it off make sure you have all the crates so you get the Gem as well as the Crystal.

Tell No Tales: Crystal & Gem

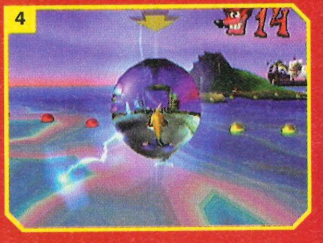


Another jet-ski level, they sure like getting their graphics worth at Naughty Dog. Quite a lot harder than the previous one with loads more crates to find and loads more mines to avoid. You have to keep weaving all over the place to get the crates, some of which are hidden behind one of the pirate ships. A lot of the crates are also hidden in little bays within the small islands. Sometimes you'll have to do a U-turn and drive up ramps the opposite direction as to where the arrow is pointing. There is quite a lot of new elements incorporated this time. When you see a seagull hovering over a crate, quickly steam in and smash the crate before the bird dives down to get you. You'll also come across pirates in rowing boats that don't like being crashed into and anchor swingers that seem to go to great extents to smash you off your vehicle. Just take your time throughout the entire level and always take your time when you arrive at the many points where you find cannonballs rolling in your path. The level finishes off with a load of bombs lined up on both sides of a ramp, leading to an extra life. Get it if you can be arsed.









1 It's the good old Captain Birdseye! Never that new one. Avoid this guy like the plague, it's very annoying when he hits you over the head with his oar. 2 Go left around this ship to get the five semi-hidden crates. 3 Weave through the mines, they'll kill ya! 4 Collect the Gem before exiting the level.

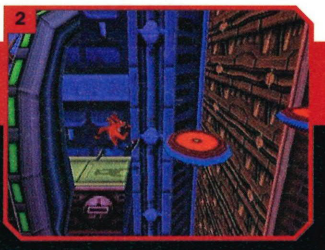
WORLD FOUR

Future Frenzy: Crystal



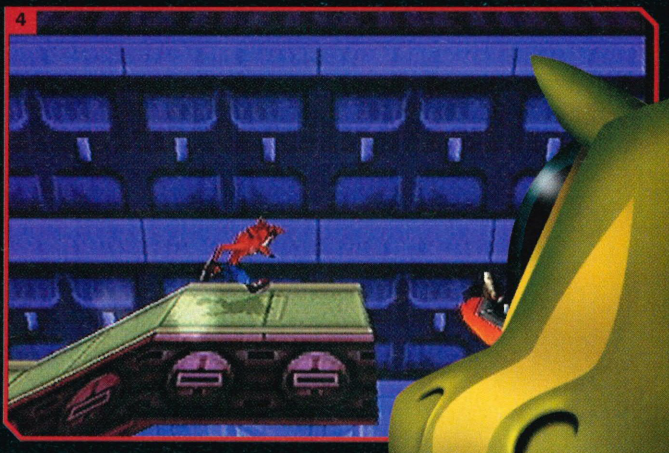
A glimpse of times to come, future frenzy is set in the future, and is full of frenzy! Way-hay! Run up and wait for the lasers to turn off before traversing on. Further on, you'll come across a weird UFO that keeps glowing on and off. Wait for the glow do one then spin into it. Smash the steel crates with a body slam. Get on the platform to go all 2D on Crash's arse. Run right and bounce on top of the UFOs. It's probably a good idea to spin into 'em actually. Get the mask and jump the lasers. When you reach the disk, wait for it to be horizontal before using it as a stepping stone to the next platform. Wait when you reach the spike ridden shell. The spikes will retract so you can spin into it. Set the TNT off then get into the lift. When you reach the bonus platform, get on it then run right. This is all standard stuff until the end. Keep on double jumping and spinning to get across the big gaps, but on the last jump go into a super spin to float across it, smashing the crates. Keep going right until you reach the next lift, which will take you up. Nothing new happens now, just leg it to the end.



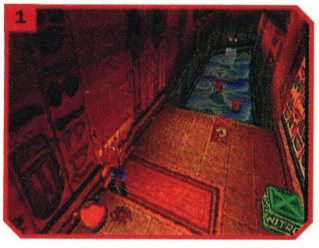


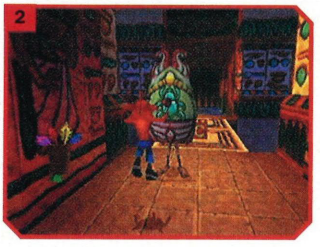


1 Wait for the beams to complete a cycle before passing. 2 platform that flip, who new. If they styart flashing, hold back and wait for them to go horizontal. 3 Double jump with spinning madness is need to make this jump. 4 Use this UFO as stepping stone to the next platform, just jump on his head.







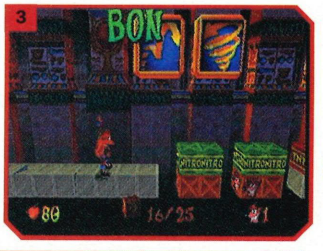


1 Watch out for these blocks that come out of the side. 2 Jump and spin into this chap, his shield won't help him much. 3 Use the help in the background. 4 Er, you shoudn't have this power yet!

Tomb Wader: Crystal & Gem

This is not a million miles away from the last tomb level although it does contain quite a few new elements and is about ten times more difficult. Run forward and spin into the weird green type thing. When you come to the wheel on the floor, spin into it to open the door. Here's where you arrive at this level's first new element. The water keeps on going up and down and Crash is most definitely prone to drowning. However, this first bit is just an introduction to the water idea so don't worry about it, just smash the crates and run up the stairs. You'll face a new enemy at the top, a Mummy that has his bottom half covered in a spike ridden coffin. Double jump and spin into his face. The next water you face has got two TNTs in it, make sure you set them off before jumping on to the steel crates for air.

Next up is a guy with a huge shield. You can either jump on top of his shield and pass him, or jump in front of him so he lifts his shield, then on landing spin into him. Smash the re-start then get on the bonus platform. Don't hit the "!" box because it will create a steel platform preventing you from getting all the crates. When you reach the next one, hit it then do a double jump and go into a spin across to the TNT. Trigger it off then get back to the level. Wait for the water to go down the spin the wheel. Get on the steel boxes and get the mask. The following water bit is fairly tricky. Go into it, smash the three crates then run back. Wait for the water to go down then run back in, kill the shield guy and get on the steel boxes. Next, get on the floating platform and get the extra life. Make your way past the Nitros then get the re-start. Hit the "!" and spin the wheel. Get the Crystal and keep on up smashing all the crates. Get the Gem and exit.







1 Come on ya Slag! Never stop firing and concentrate on taking the guns out before the rockets launchers.

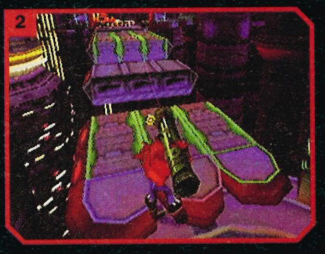
N. Gin

Far and away the hardest baddy yet. Like a shy hooker on her first job, some serious slaps are required before she goes down. There are several points on the robot that needs to be destroyed. The two chain guns on its hands, the two rocket launcher's on its shoulders and the yellow dot on its stomach. When he lifts one of his guns up, lay into it but not from straight on, get yourself on the other side of the screen and fire at a Diagonal. Try and take things out one at a time to reduce its attacking capability ASAP. After you've took out all the week spots the damn things transforms into a bloody spaceship! You've now got to destroy seven weapons, a weird laser underneath it, a plasma thing to each side and four rocket launcher's on the roof. Again, try and take them out one at a time. Start on the side ones then take the bottom one out. Now spray your bullets left and right across all four on the roof. Or, you could just keep on randomly firing anywhere and just move around hoping luck will take you out of the enemy weapons path. Get the Power, and what a Power! Rocket launcher in the house!

2 Make sure you take out the side plasma cannons first 3 Next up concentrate all of your fire power on the rocket launcher's

WORLD FIVE









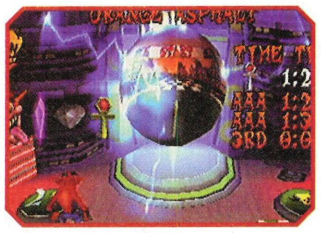
1 You now have 20 seconds to comply. I've wanted to say that since I was 14. 2 Now you should have this, always blow the demons away from a safe distance, spinning is just to damn dangerous due to random collision detection. 3 Shoot the "!" box to create a platform our of the ghost crates. 4 Dispose of these shells before the spikes come out.

Gone Tomorrow: Crystal

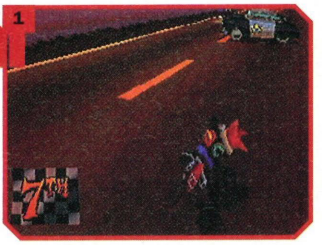


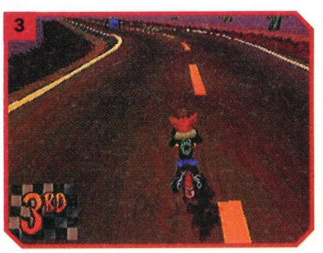
First things first, get your arse used to the rocket launcher. This thing is going to make life a lot easier for you. Run up and blow the UFO away with the rocket launcher. In fact, waste everything with this weapon, you can keep your distance so it's much safer to use than spinning. Soon enough you'll run into an ED-209 lookalike. When you start walking up the platform it's on, it will let off a four rocket volley. Jump/dodge 'em then when it shows you its bullseye either spin into it or rocket launch the foul one. Next up, you'll find four transparent crates. Look up the walkway and shoot the "!" in the distance, solidifying the crates. Further up you'll find more of the ghostly boxes, just shoot the "!" boxes. There is one at each side of the walkway, you need to aim down to shoot 'em. Run up to the platform and jump on, taking you to the 2D section of the level. Toe it right and jump the lasers. Always waste the glowing crafts with your rocket before trying to pass 'em, having half the level on a conveyor belt doesn't help to make things easy. Eventually you'll come across a spike ridden shell type affair, blast it with the rocket then spin into it to get rid of the shell. Get on the bonus platform when you reach it. Smash the TNT from your current platform then jump down to the steel platform that's just been built. Then shoot the Nitro in the same fashion. Jump over ad smash all the crates. Next, shoot your way through the fruit then shoot the "!", creating yet another platform. Blast the Nitros away then get back to the level. Keep going right, nothing really new happen now, just get to the next platform to get back to into a more 3D type of dressing. Run up and exit the bloody level.

Orange Asphalt: Crystal & Gem



More motorbike madness, only this time the sky is orange (that's where the clever name comes from). There's one major difference this time, the dibble mobiles actually move back and fourth. I'm going to do this like I did the last racing levels, list the objects and their position on the road. Two crates left, cop car, hole left, ramp on both sides, crate above left ramp, cap car, zip left, two crates left, crate left, crate left, cop car, road block left, road block right, two crates left, ramp on both sides, zip left, ramp middle, hole cross entire road, cop car, cop car, two crates right, road block right, road block left, zip left, cop car, ramp right, crate above ramp, ramp middle, crate above ramp, cop car, hole right, cop car, hole right, ramp middle, zip just behind ramp, zip left, cop car, zip right, ramp left, hole left, crate left, zip middle, ramp middle, crate middle and then you get a load of ramps on both sides of the road, all of which have a zip in front of 'em. Some of the ramps have crates so always jump the correct one.



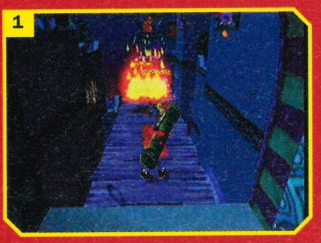


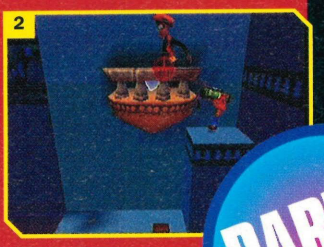


Flaming Passion: Crystal & Gem

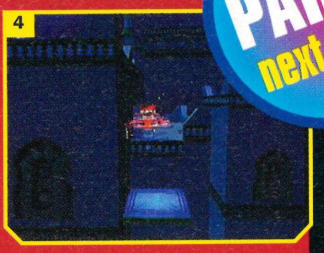


Another Aladdin style level, only this time it's set at night. Things are a lot easier this time thanks to the rocket launcher. Run forward and shoot the cutlass boy. Bounce on the canopies until you come to the flame chucking shysters. Shoot 'em and the cutlass dude and go forward when the fire dies down. Go right and get on the floating carpet. Shoot the flame hoe then jump to the next platform (fire permitting). Double jump your way across the circling carpets and kill the pot holder. Get the re-start then kill the three firebombers. Get on a carpet and kill the next firebomber before jumping onto the next platform. Jump up and set a TNT off. Go right and traverse the carpets, shoot all firebombers. Set the TNT off then use the bouncy box to go up. Shoot the cutlass guy in the face then make your way to the rooftop. Keep on up and go forward. Head left at the pile of crates (after smashing them, obviously). Get on the bonus platform and smash all the Nitros from a platform away. When you come to the bit with 5 bouncy crates forming a path over a huge gap, shoot the first three then using double jump get yourself to the right of the gap. Turn and shoot the remaining two, smash all other crates then exit back to the level. It's now just a fairly simple run to the end, dogging fire, shooting purple people and jumping canopies.

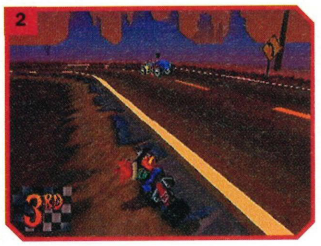


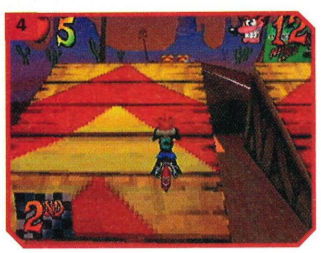






1 Always take out the fire bombers with the rocket, it's safer and looks cool, until the fruit comes out of the barrel. 2 Aim for the privates, it hurts more. 3 Take out the crates behind you before moving on to the Nitros. 4 If you find yourself flagging and it looks like you're going to fall short on a jump, start spinning to increase your jump lenght.





1 The good old dibble, always on hand to help people out in a crisis. Remember they move about, so in this case I won't have to do any dodging. 2 Always try and take tight corners as rapidly as possible, get right into the bend and scream like a hawk. 3 Pretty boring screenshot, but important for better playing. Line up all approaches to the zip drives you spurt out in the right direction, which in this case it the ramp further on down the road. 4 Lots of ramps near the end, just make sure you hit all the zip drives and you should find yourself in the leading position.

PART 3 next month

TOCA 2 driving guide

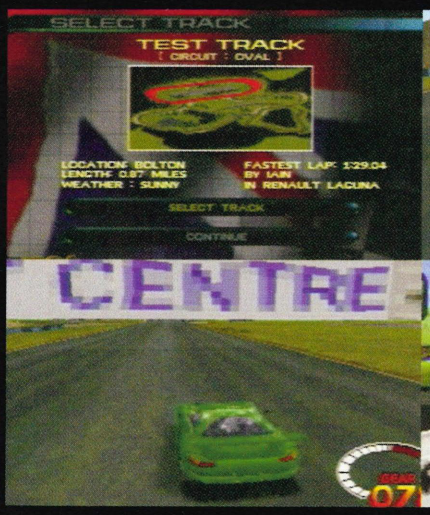
PART TWO

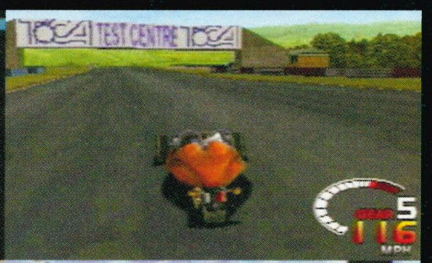


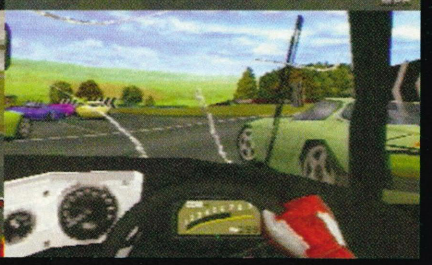
You've conquered all the TOCA tracks and cars thanks to Part One of our essential TOCA 2 guide, now devour the support car challenge and hidden tracks in Part Two

The Test Track

TOCA 2 features an exciting test track, enabling you to give your chosen car some 'welly' on a variety of surfaces. One of the best uses of the Test Track is to experiment with the car setup – accessed via the pause menu – and re-enter the track at the point you left it, providing you with a more direct and easily accessible comparison. Some of the test track options have large elevation changes – this is good for practice when taking on tracks like Brands Hatch. Another option includes a dirt track with an extremely slippery surface, useful for learning how to control spinouts.







Cheats

Enter the following code name as your Driver's Name to see the following special effects in Codemasters' TOCA 2: Touring Cars.

CODENAME	SPECIAL FX
MECHANIC	Unlock all cars
MINICARS	Micro Machines camera view
PADDED	Bouncy barriers
LUNAR	Low Gravity
LONGLONG	Propeller head championship
PUNCHY	No kickout of champ.
BANGBANG	Battle mode
TECHLOCK	Lock frame rate during qualification

CODENAME	SPECIAL FX
BIGLEY	Unlock all tracks
BCASTLE	Bouncy crashes
DUBBED	O.T.T. crashes
ELASTIC	Stretch track vertically
TRIPPY	Blur horizons
JUSTFEET	Wheels only (no car body)
FASTBOY	Faster
DINKYBIT	Oulton Park island curcuit

The Support Cars

Support Car Selection

When choosing a support car, it's important to realise that these cars handle quite differently.
The Fiesta can be driven just like the TOCA cars, but is slower.
The Van Diemen needs attention to prevent oversteer and you should avoid collisions at all costs.
The Lister, AC, TVR and Jaguar need a change in driving style.

While driving the TOCA cars you can leave braking till 75-50m and keep on the brakes round the corner, the Support Cars require you to brake at about 100m (150m for Jag) and finish your de-acceleration before you enter the corner.
You apply the gas gently after hitting the inside apex of most corners but be very sparing, especially in the Lister or you'll swap ends. There are some hairpin bends that let the AC, Jag and TVR give plenty of power oversteer on the exit, which can be fun.
The scorpion basically drives like a more nervous version of the Van Diemen.
All the RWD Cars need great respect in the wet, especially the AC as you can't increase downforce. Again, choose a car and play around with it, experimentation is key when evaluating a car's performance.



AC SUPERBLOWER
A real sports car – ludicrously over-powered, rear-wheel drive monster that will raise more than a smile as you are catapulted in sling-shot fashion around the circuits with the merest of rubber keeping you out of the morgue. A tough, but thrilling ride.



FIESTAS
The family shopper has its own racing event, where mums battle it out on the way to the M&S sales. Actually, the racing is hectic and the cars great fun to drive – You should easily win this season.



FORMULA FORD
An open-air bug-in-your-teeth ride, with just the bare-essentials – four wheels, feather-weight body and a torque-heavy engine – pure racing thrills for the naturalist race enthusiast. Tricky, but manageable.



JAGUAR XJ220
Your dad's wet dream. This car looks, sounds and drives like a million (well that's half right). 200mph plus will almost certainly put you into the death zone at any circuit, so just put your foot down, hold on and let someone else pick up the bill.



LISTER STORM
A Gran Turismo car with responsive and forgiving handling. These Earth-bound rockets have fine-controls and a gorgeous-looking body kit. This is a nicely balanced racer that should serve you well.



GRINNALL SCORPION
A super-charged Reliant Robin, this is a motor-bike with ideas above its station. The rear is as twitchy as a bulldog in a poodle-parlour, with your ability to slide playing an important factor in your success (or failure).

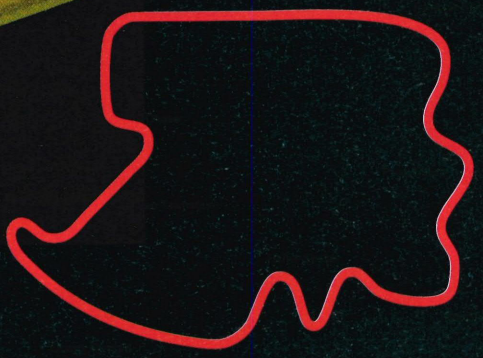


TVR SPEED 12
The thorough-bred of racing – with the kind of throaty roar to the engine that makes you want to park in tunnels and just blip the throttle for hours. You'll be sat behind the wheel with a ridiculous beam on your face as you clock 188mph.



TRACK STATS

ALPINE CLIMB
Location: French Alps
Length: 1:58 miles
Weather: (Default) Sunny
Fastest Lap: 1:29:04
Driver: Ed
Car: Nissan Primera



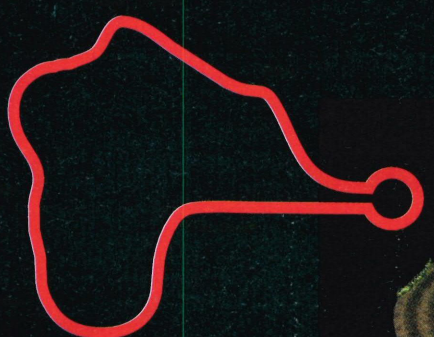
ALPINE TRACK

THE ALPINE TRACK is tricky to master, with mountainous hills and hairpins bends. You are need to drive with almost a Rally driver's approach. Less throttle and more control applies to this track. You begin at the lowest point of the track, then bear right into Parsons Nose This is the beginning of the ascent. For the next three bends, the Peak Esses, avoid braking on the corners, and make full use of the rumble strips (taking care not to catch the grass). Drift around the bends with gentle acceleration during the exits.

Keep tight on the right as you turn through 90 degree bend, Headline, using gentle acceleration on the exit. You then reach Helter Skelter. If you are still amongst the other drivers at this point, it becomes something of a battleground. You will be unable to gain any real speed here. The best tactic here is to get into a rhythm, turning and gently accelerating using the rumble strips to achieve a better line.

The roads are tight and sliding off will lose you vital places. After you leave the hairpins you begin the steep descent down Quarry Straight. There is a 180 degree bend, Hill Hook, at the end of this, so keep on full power for most of the way before easing onto the brake (using your handbrake if necessary) to get around the turn and then full power through the gentle left and past Chateau Tawnstein.

Tap the brakes, clipping both rumble strips of Chase Corner, then accelerate towards the last bend, White Rock corner. Tap the brakes before taking it tight, using the rumble strip on the right, then hit the gas all the way up the straight to the finish.





TRACK STATS

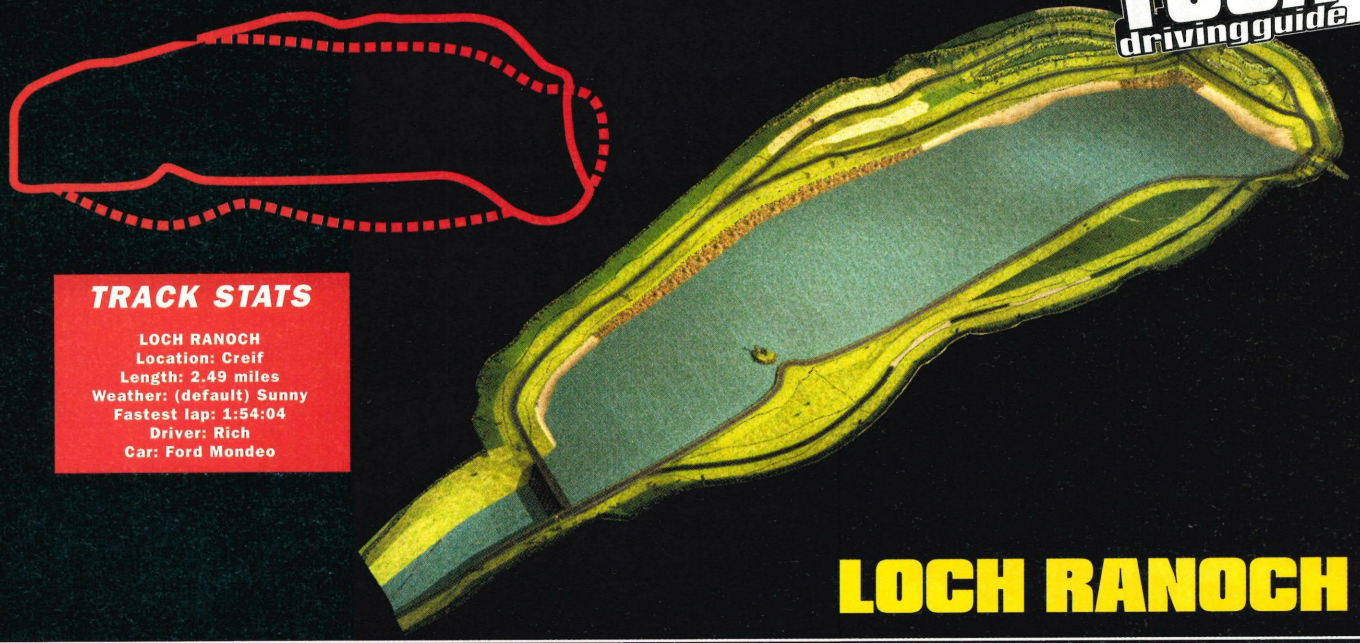
KASTL, BAVARIA
Location: Germany
Length: 2.15 miles
Weather: (Default) sunny
Fastest lap: 1:13:05
Driver: Bill
Car: Volvo S40

GERMANY

The German track can only be described as a fast and tactical Sunday drive. Set in Kastl, Bavaria the circuit is a selection of A-roads, converted to a track for drivers.

You begin at the East Bridge, where there is plenty of room for you to begin overtaking, but try to keep to the left. At the end of the straight there is a monument standing at the centre of a large roundabout. Brake down to about 75-80 mph and drift around the central reservation, clipping the rumble strip on the way around, through a full 180 degrees. As you exit, floor the throttle and cross the bend from left to right. There are no rumble strips here, so it is advisable to steer clear of the grass.

When you reach Village, tap the brakes and take the corner at around 75 mph, steering sharply left and straightening up on the apex, ensuring that you get clean acceleration out. Hit full power and drift to the right of the road, as you see Raven Junction ahead. Brake late and hard, taking the corner from right to left at around 60mph. On leaving the junction, bear right and straighten up to prepare for Bergenstein Curve. Stick to the right, then let off the accelerator to drift around the bend before straightening up to cut through the Winke Slips. As you go under the South Bridge, ease off the gas a little (beware of the rocks either side of the road), take a right to left approach at The Pines and exit travelling to the left. You'll see the East Bridge in the distance, take a left to right approach to the final corner. As you come over the brow of the hill, accelerate to full power and enjoy the straight on the way to the start line.



TRACK STATS

LOCH RANOCH
Location: Creif
Length: 2.49 miles
Weather: (default) Sunny
Fastest lap: 1:54:04
Driver: Rich
Car: Ford Mondeo

LOCH RANOCH

ROUTE A – Racing Line

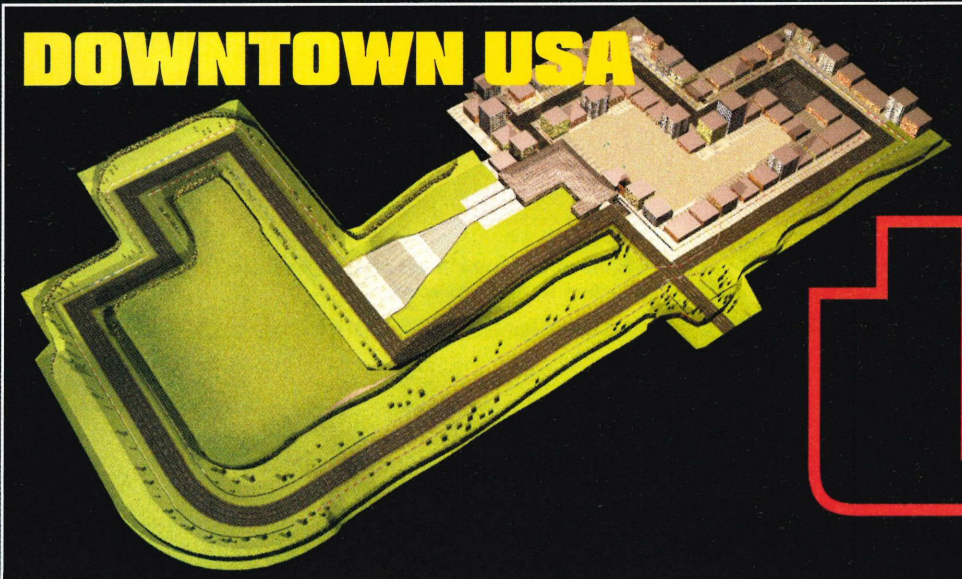
Full speed off the start line uphill, taking a left at the fork to Bruce Bend which can be taken at full speed with a little care. Keep the speed up, downhill through Forest Pass when it`s hard on the brakes for the right-hander at Croft Crossing. Build the speed back up to full before slowing down to cross the Bridge at the Crook, too much speed will see you off here. Full speed again through Woo Corner and along Low Road trying to keep the car under control over the bumps. Very soon you`ll see the ruined Castle, slow right down for this quick left, right as Castle can catch even the best of drivers out. It`s a short straight to Dam Corner, then back on the brakes for the turn onto the Dam, use the layby on the left to give you a better angle in which to make the turn, it`s then flat out through Porter`s to the Finish.

ROUTE B – Dirt Track

Full speed off the start line uphill, taking a right at the fork, dropping a lot of speed before arriving at Peregrine as it`s a steep drop and you`ll be off the track if you haven`t slowed up enough speed. Then its back on the power all the way along to Croft Crossing, braking slightly on the brow of the hill before reaching the crossing. The turn at Porter house cannot be taken at full speed and control rather than speed is the essence here. Put your foot down before braking for The Hook and the bridge as if you`re going too fast you will find yourself in the undergrowth. Taking a left will see you on High Road which can be taken full speed with a little caution needed on the bend after the second stretch of gravel as it can be quite slippy.

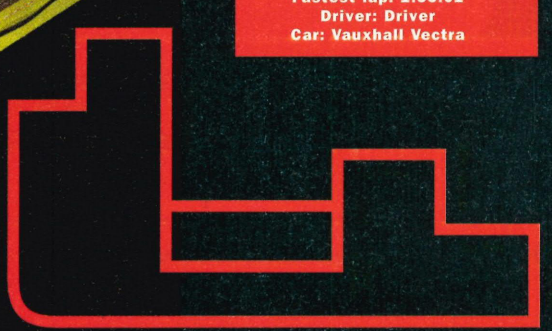
You`ll now be barrelling full speed down towards the Dam. Drop a lot of speed before leaving the High Road as you need control to be able to use the layby on the left to help you make Dam Corner. Then its flat out through Porter`s to the Finish.

DOWNTOWN USA



TRACK STATS

DOWNTOWN USA
Location: USA (surprise)
Length: 2.15 miles
Weather (default) Sunny
Fastest lap: 1:55:01
Driver: Driver
Car: Vauxhall Vectra



The USA track is a built on the grid principle, therefore many of the corners are sharp 90 degree turns. They can all be taken with the same technique. Taking them wide and cutting inside sharply at the last moment.

The first corner from the start line is from 2nd Ave into the mall. The shopping mall has a surface that provides very little traction, and can produce spinouts at even low speeds. You have two options on entering the mall, either going straight on into a sharp right hander, Mall Corner, or taking a right exiting onto stone steps that take you back onto the track missing out Plaza Corner.

If you take an early right to exit onto the steps, you must slow right down before turning to avoid a skid, then drive down the steps at about 80mph turning right onto 18th St. and accelerate out.

If you go straight on through the mall to Mall Corner, turn tight into the right hander and then its downhill braking hard into Plaza Corner, and exiting onto 18th St.

The next three 90 degree corners can be taken the same way, pumping the throttle, taking them wide and cutting in at the last second.

The fourth corner onto City straight, can be taken faster allowing full acceleration into City Curve, an easy left hand curve that can be taken at full speed. Give it plenty of gas through Park, moving into the third lane ready for the barrier chicane, through the chicane into Financial District.

Brake hard (to about 85mph) for the left-hand 90 degree turn onto 14th St. Then a sharp left onto 1st St. (there is a sneaky shortcut through a car park that will take you to 1st St.). Then its through two 90 degree turns to get back onto 2nd Ave for the run home.

That's it for the Cheats this issue - Tune in next month for more mouth-watering Cheats, Tips and Codes!

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PRO DIRECTORY

If you're wondering how us professionals come up with the Pro scores for each game listed, the box below should explain things in more detail

1	ABSOLUTE SHITE. DO NOT BUY THIS GAME, NO MATTER WHAT	6	NOT A COMPLETE DOG, BUT COULD HAVE BEEN A CONTENDER
2	SHODDY, UNINSPIRED CRAP THAT SHOULD NEVER BE PLAYED	7	CHECK IT OUT FIRST BEFORE PAYING HARD CASH FOR IT
3	VERY POOR. NOT THE WORST THING EVER, BUT NOT FAR OFF	8	A POTENTIAL CORKER THAT OOZES QUALITY IN SMALL DOSES
4	WELL BELOW PAR WITH SOME MAJOR LEAGUE FLAWS	9	AN ESSENTIAL PURCHASE THAT'S RECOMMENDED BY ALL OF US
5	AVERAGE. STRICTLY FOR THE HARDCORE FAN OF THE GENRE	10	THE PERFECT GAME IN EVERY CONCEIVABLE WAY. A RARITY

RENT IT!
Entertaining for a while, but the lastability factor is highly doubtful. Fun for a night though

MUST BUY!
Simply essential. This is quality gaming and must be bought immediately. If not sooner

TRY B4 U BUY
A quality title that's a preferred taste. Not everyone's cup of tea, but well worth trying out

AVOID!
Not worth a penny of anyone's money. This is naff, bland and one to avoid at all costs

RACING

Put your foot down and avoid those corners! Yes, it's that popular genre that seems to double in size as each month goes by. Full on driving action ahoy!

Andretti Racing 7



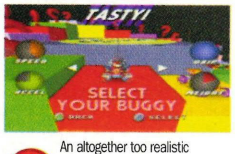
RENT IT — Mario gets in on the PlayStation scene, but not in the form of the fat Italian bloke. This isn't a classic but it's worth a look

Ayrton Senna Kart Duel 2 4



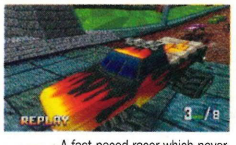
AVOID! — Amazingly poor racer that should never have been ressurected. Ayrton would be turning in his grave!

Buggy 7.5



RENT IT — An altogether too realistic simulation of RC racing that can be impossible to control. It's alright for a change, but little more

Burning Road 6



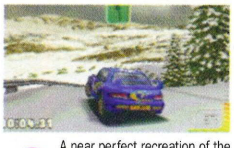
RENT IT — A fast paced racer which never performed as well as it should. Check out its improved sequel Explosive Racing

Circuit Breakers 8



RENT IT — Supersonic Racers gets re-vamped to provide loads of multi-player fun in this Micro Machines clone from Mindscape

Colin McRae Rally 9



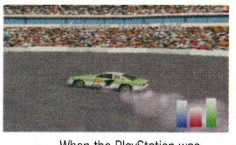
MUST BUY — A near perfect recreation of the real thing. Plays and looks better than all of its rivals and should be bought immediately

Cyber Speed 3



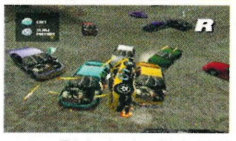
AVOID! — A dreadful racer where your craft is attached to a wire and you spend hours throwing the joypad around in disgust. Avoid!

Destruction Derby Platinum 7



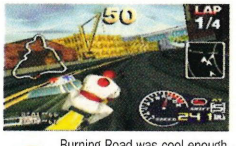
MUST BUY — When the PlayStation was launced this ruled the roost. Today it looks dated and shoddy, but it's worth £20

Destruction Derby 2 Platinum 8



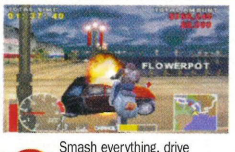
MUST BUY — This is what the original should have been - A much improved drive with fancier graphics and gameplay to boot. Buy it!

Explosive Racing 7



RENT IT — Burning Road was cool enough, but this sequel manages to address the original's minor problems and plays better too

Felony 11-79 7



RENT IT — Smash everything, drive through shopping malls and cause utter mayhem. Let down by a lack of tracks

Formula One Platinum 8



TRY B4 U BUY — Grand Prix racing as it should be, tons of action and speed a plenty. But it's now time to check out F1 '97

Formula One '97 9



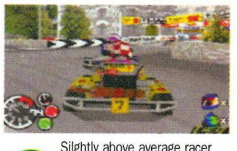
MUST BUY — If F1 is comparable to the Arrows team, then this year's release is a Williams. Truly awesome stuff once again

Formula One '98 8



TRY B4 U BUY — Poor handling (amongst other things) makes this a shoddy update on the F1 series. If you've got a previous version, don't bother

Formula Karts 8



TRY B4 U BUY — Silghtly above average racer which differs to any other racing game. The speed and handling are as they should be

Gran Turismo 9.5



MUST BUY — Sony's powerhouse racing game is possibly as fine as games will get. Incredible realism and kick ass gameplay

Hardcore 4X4 6



RENT IT — Ever wondered why people drive their trucks around in the dirt? Neither have we, but this title offers just that

Hi-Octane 5



AVOID! — This could have been so good, but at the end of the day it was let down with poor graphics and even worse gameplay

Impact Racing 8



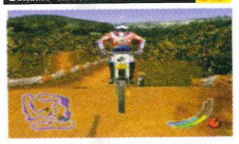
TRY B4 U BUY — More thrills and spills in yet another fast paced racer. But even speed addicts will notice the flaws. Worth a look

Indy 500 7



RENT IT — A distinctly average racer which features a few nice touches but it's got a lot of top competition to live up to

Jeremy McGrath Supercross 3.5



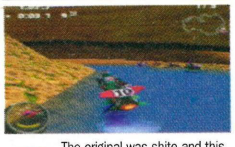
AVOID! — Dire dirt-biking disaster which offers very little in the way of gameplay. Even if you're a huge motorcross fan, don't bother

Jet Rider 4



AVOID! — Awful jet ski racer that promised to be Sony's answer to Wave Race64. Of course, it wasn't and we hate it

Jet Rider 2 5



AVOID! — The original was shite and this sequel doesn't exactly break the mould. Due to dodgy controls and slack graphics

Kart Duel 4



AVOID! — A fine attempt which looked the part but lacked the all important gameplay factor needed in driving games

Max Power Racing 9



MUST BUY — The best-looking car racer since Gran Turismo, this should keep any roving rewer amused for days with its classy arcade style

Megaman Battle and Chase 4



RENT IT — Pastel coloured karting crap with virtually no redeeming qualities whatsoever. It really is that bad. Don't even consider it

Micro Machines v3 Platinum 9



MUST BUY — Midget motor racer that everybody must own. The four player mode will have you glued to the TV for days on end

Monster Trucks 7



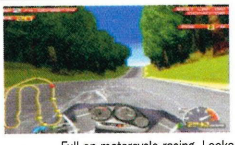
TRY B4 U BUY — Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a big crowd too!

Motorhead 9



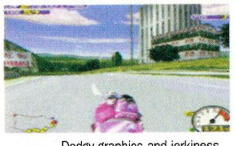
TRY B4 U BUY — The fastest PlayStation racer of all time. Gremlin will be well pleased with their first game coming out of Sweden

Moto Racer 5



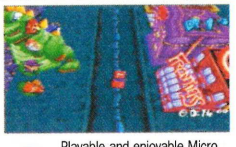
AVOID! — Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too samey to be essential

Moto Racer 2 8



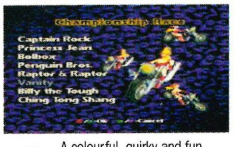
TRY B4 U BUY — Dodgy graphics and jerkiness let this two-wheeled racer down, but if you're a bit of a greasy biker at heart, you'll love it

Motor Mash 7



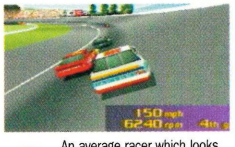
RENT IT — Playable and enjoyable Micro Machines clone. It doesn't quite have what it takes to topple the classic MM however

Motor Toon GP 2 7



TRY B4 U BUY — A colourful, quirky and fun Mario Kart style racer that got us all excited upon its arrival. By no means a serious game

NASCAR Racing '96 6



RENT IT — An average racer which looks and plays much the same as Andretti Racing. Rent it for the night and then decide

NASCAR '98 7



TRY B4 U BUY — It's another stunning case of so near yet so far for a NASCAR game. It looks top but has a few niggling faults

NASCAR '99 4



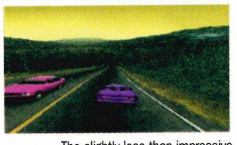
AVOID! — This racer fails to come close to the likes of Gran Turismo and TOCA 2. Keep away from this redneck-filled nightmare

Need For Speed Platinum 8



MUST BUY — One of the essential racing games for any descerning player, although somewhat dated against todays offering

Need For Speed 2 7



RENT IT — The slightly less than impressive sequel to Need For Speed. More options, but at the expense of the gameplay it seems

Need For Speed 3 8



TRY B4 U BUY — The series keeps getting better, but this, and the others for that matter, are far from perfect. Check it out though

Newman-Haas Racing 8



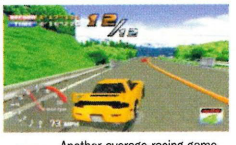
TRY B4 U BUY — Having more speed than F1 '97 yet less depth makes this a game for those who love the frantic pace of the sport

Off World Interceptor 3



AVOID! — Buy this and we'll hunt you down and beat you to a bloody pulp. This is awful and must be avoided at all costs!

Peak Performance 6



RENT IT — Another average racing game which looks decent enough but fails to impress in the grand scheme of things

Penny Racers 2



AVOID! — Quite possibly the worst racing game to date and one that manages to make Off World Interceptor look good. Avoid!

Porsche Challenge Platinum 8



MUST BUY — The Boxster races for all its worth in this slick racer. Options include a cool two player mode for added enjoyment

Power Boat Racing 7



TRY B4 U BUY — A bit of something different although the racing elements are as you'd expect.. Worth a look, but a bit soggy

Rage Racer 9



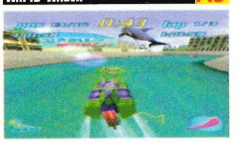
MUST BUY — The third Ridge Racer game is an in-depth affair that pisses all over every driving game you care to mention

Rally Cross 8



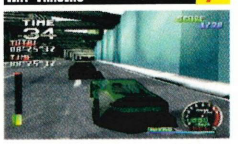
RENT IT — A bouncy rally game from Sony that went head to head with the excellent VRally. It's a good laugh, but VRally offers more

Rapid Racer 7.5



RENT IT — A powerboat racer which differs from all the other racers because now you're on water. Good fun for a short time

Ray Tracers 7



RENT IT — Rapid chase game which is over all too soon but brings back memories of Chase HQ and the like. Just rent it!

Ridge Racer Platinum 7



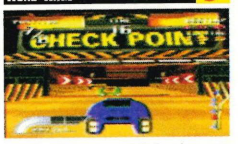
MUST BUY — The original PSX racer still takes some beating and for £20, you ain't gonna get a better drivng title on your grey box

Ridge Racer Rev. Platinum 7



MUST BUY — The sequel to Ridge Racer packs a mean punch, but failed to be a classic due to the limited course on offer

Road Rage 3



AVOID! — A poor mans WipEout in every sense. Why buy this when there are many bigger and better titles currently out there?

Road Rash 5



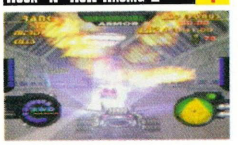
RENT IT — Average motor biking game from yesteryear that gives you the chance to knock your opponents off the road

Road Rash 3D 7



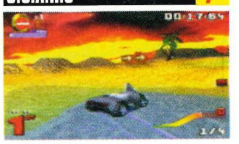
TRY B4 U BUY — More two wheeled road rage in this enjoyable third instalment of the popular Road Rash series from EA

Rock 'N' Roll Racing 2 4



RENT IT — This looks amazing until you actually start racing, then you'll find this is one of the worst games you've ever played

S.C.A.R.S 7



RENT IT — A novelty racer in the Mario Kart mould. You must make use of sneaky power-ups in order to finish first. Not bad

Speedster 4



AVOID! — A racing game with a weird overhead view point. Original maybe, but it's still a required taste if driving's your game

Starwinder 6



RENT IT — A 3D racer that fixes you to a space rail and throws you all over the place. It looks like WipEout, but lacks it's edge

Street Racer 6



RENT IT — Mario Kart was an obvious influence with its development but this four player cartoon racer looks extremely dated

Supersonic Racers 6



RENT IT — Wacky races style romp which owed plenty to MM V3. Watch out for the sequel, Circuit Breakers, that's coming soon

Test Drive Off Road 4



AVOID! — Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed – just like posh people!

Test Drive 4 7



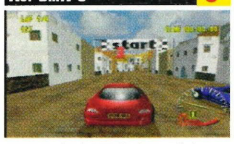
TRY B4 U BUY — Hindered only by a lack of a two player option which is what these games are all about at the end of the day. Shame

Test Drive 4x4 4



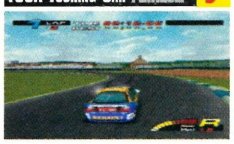
AVOID! — This 4-wheeled waste of time is as dull as the dirt tracks you race on. Drop this in the mud and stamp on it repeatedly until the disc cracks

Test Drive 5 8



TRY B4 U BUY — Looks good, plays well, but lurks in the shadows of Gran Turismo, TOCA and the like. Only for the obsessed racer

TOCA Touring Car Platinum 9



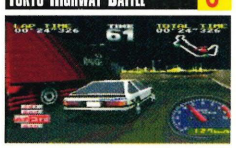
MUST BUY — A fantastic Touring Car racer which is up there with the V-Rallys and Total Drivin's of this world. An absolute corker

Toca 2 9.5



MUST BUY — A good variety of racing styles and brilliant handling of the cars make this quality sequel a must buy for racing fanatics everywhere

Tokyo Highway Battle 6



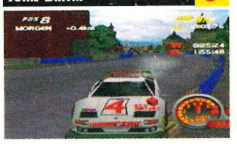
RENT IT — A Rage Racer style game where you must build your car to improve your overall racing performance. Enjoyable

Tommi Makinen Rally 4.5



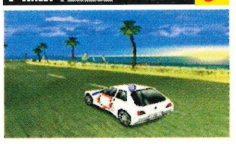
AVOID! — How can a game that looks so good turn out to be such utter shite? A truly awful attempt at a rally sim. Avoid at all costs

Total Drivin 8



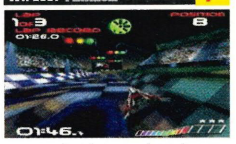
MUST BUY — Possibly the ultimate racing game including everything from rally cars to sand buggies. Highly recommended

V Rally Platinum 9



MUST BUY — Truly amazing rally sim. Over 40 tracks to race on and loads of cars and options. You simply must buy this game!

WipEout Platinum 7



MUST BUY — Amazing gameplay and a top soundtrack made this a winner in the PlayStation's infancy. Now quite sluggish

WipEout 2097 Platinum 8



MUST BUY — Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty. Buy this game today!

Wreckin' Crew 4.5

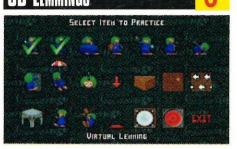


AVOID! — Dismal driving battle game that looks as bad as it plays. If it's petrol and pellets you're after stick with Micro Machines

PUZZLE

Quirky brain teasers or bizarre Japanese head-scratching affairs – the puzzling choice on the PSX may be limited, but there's something here for everyone

3D Lemmings 6



TRY B4 U BUY — An updated and special 3D addition to the on going Lemmings family. Save the suicidal green haired fops

Blast Chamber 7



RENT IT — Dancing On The Ceiling is taken quite literally in this frantic explosive puzzling sport from the future. Confused?

Bust A Move 2 Platinum 7



MUST BUY — Crazy puzzler which lacks the longevity of games such as Lemmings, but it's still a playable and fun two player game

Bust A Move 3 8.5



TRY B4 U BUY — Quality puzzle game that will keep the girlfriend occupied for many a night while you're down the pub getting hammered

Devil Dice 5



RENT IT — Another interesting idea that looks suspiciously good on screen but actually turns out to be irritating and boring. Leave it

Grid Run 6



TRY B4 U BUY — Fast paced chases around a floating grid. Good fun in small doses, but the longevity simply isn' there I'm afraid

Hebereke Popoitto 3



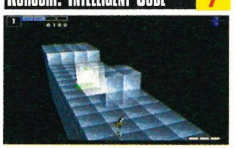
AVOID! — Wacky Japanese puzzle game which owes plenty to Tetris and even more to the game's developers LSD intake methinks

Kula World 8



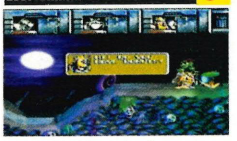
TRY B4 U BUY — Perplexing, frustrating, but enjoyable puzzle game which features a pill popping beach ball. Nuff said

Kurushi: Intelligent Cube 7



TRY B4 U BUY — Bizarre puzzler in which you capture cubes as they roll towards you. Great fun but limited by a lack of variation

Lost Vikings 2 8



TRY B4 U BUY — A tricky puzzler where you control a posse of comedy norse men who are lost. It'll have you hooked in seconds too

Oddworld Platinum 9



MUST BUY — The ultimate puzzle game. It's quirky, it's fun and more than a little perplexing. A truly original game

Super Puzzle Fighter Turbo 9



MUST BUY — A bizarre Street Fighter/ Tetris combintion which will zap your social life into extinction within minutes. A must buy!

COMPILATIONS

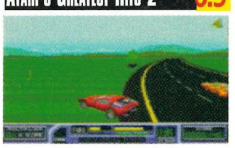
Here we have the ancient arcade beasts brought back from the brink of extintion. Old bags of cack or classic coin-guzzlers from yesteryear? Read on to find out...

Atari Arcade's Greatest Hits 5



RENT IT — A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins and creators

Atari's Greatest Hits 2 6.5



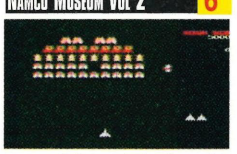
RENT IT — Another chance to remind yourself just how far games have advanced in such a short space of time. Nostalgia, but little else

Namco Museum Vol 1 7



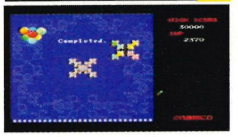
MUST BUY — Depending on your age, you'll either love or hate these arcade classics from the guys that gave you Tekken 2

Namco Museum Vol 2 6



RENT IT — Unfortunately, there's very little to recommend in this second collection of old games with dodgy graphics

Namco Museum Vol 3 4



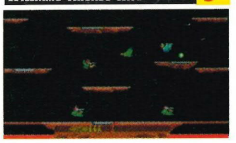
AVOID! — The further into the catalogue you go the fewer classic games there are it seems. Why do they still churn these out?

Namco Museum Vol 4 5



RENT IT — Another dire collection of arcade classics from the early 80's that don't play as good as you think they used to

Williams Arcade Hits 5



RENT IT — Yet another retro game compilation which surprisingly has the odd treat hidden away in its innards

RPG

Final Fantasy VII has put the life back into role-playing games. If you've finished that already and are hankering for more, then check out the games in this section

Alundra 7.5



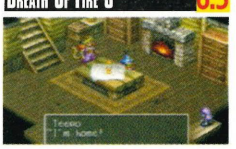
TRY B4 U BUY — Falling into the same leather booties as Zelda on the SNES, Alundra is a painting by numbers RPG that will win no new fans

Blaze & Blade 5



AVOID! — Despite it having the option for some four-player fun, this RPG is about as exciting as being in a coma. Keep away from this

Breath Of Fire 3 6.5



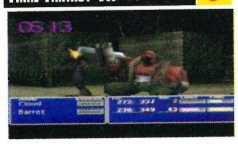
TRY B4 U BUY — Lame RPG, looks and gameplay are dated by today's standards. Fans of the SNES versions may enjoy it, but we don't

Diablo 8



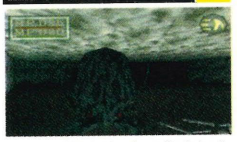
TRY B4 U BUY — EA convert their successful PC slash 'em-up cum RPG very successfully onto the console format. Check it out

Final Fantasy VII 9



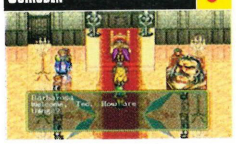
MUST BUY — The biggest game ever! A three disk bonanza which is already wreaking havoc on the feeble minded. Buy it now!

King's Field 7



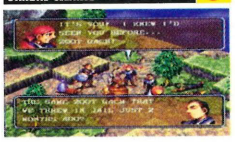
TRY B4 U BUY — Standard and graphically basic role playing romp from Sony HQ. Despite it's looks though, the gameplay is impressive

Suikoden 6



TRY B4 U BUY — The first true RPG to appear on the PlayStation is unfortunately a little drab for everyone's taste. Try it

Vandal Hearts 8



TRY B4 U BUY — Magic, action, strategy and fighting. It's a corker that's for sure and until FF VII turns up, waste your time with this baby

Wild Arms 6.5



RENT IT — This Wild West themed RPG may be pretty mediocre, but it has some nice touches which roleplay fans will undoubtedly lap up

PLATFORMS

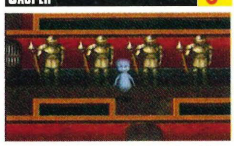
The ancient art of leaping from ledge to ledge in videogames can be perfected by using any of the following games contained in this section

Captain Blasto 7



RENT IT — Basic platform action that amuses and entertains without excelling at either. You could do much worse, so take a look

Casper 6



TRY B4 U BUY — The friendly ghost makes his video gaming debut in this dodgy platformer aimed at the younger games player

Castlevania 6



RENT IT — Probably the only game to have never changed since its initial release back in the Dark Ages. Not taxing and not clever

Cheesy 4



AVOID! — Semi 3D platform mayhem featuring a squeaky mouse. Crash is miles better though, believe me

Crash Bandicoot Platinum 8



MUST BUY — A classic platformer soon to be revamped in a stunning sequel. Until then, enjoy this laugh a minute adventure

Crash Bandicoot 2 9



MUST BUY — A massive improvement on the original and offers more variation than its predecessor. Yet another winner for Sony

Crash Bandicoot 3 9



MUST BUY — The bushy-eyebrowed one scores a hat-trick with his latest exploits. Its new features and more level variety is sure to charm any platform fan

Croc 8



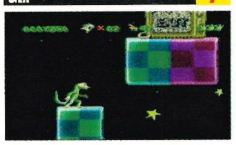
TRY B4 U BUY — A rival to Mario 64 only for the PlayStation. It's cute, cuddly and is in a league of its own. A must buy for the youngsters out there

Earthworm Jim 2 5



RENT IT — An unimpressive update of a SNES platform hero. But Jim's 2D PSX outing shows its age and should have been better

Gex 7



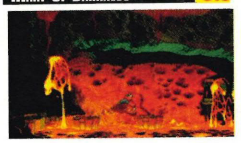
RENT IT — One of the best early platform games available. Bags of fun all round with a wise cracking comedy American lizard

Gex 3D Enter The Gecko 8.5



TRY B4 U BUY — Another Mario attempt for the PlayuStation this time featuring the comic vocals of Brit playboy Leslie Philips. Good stuff

Heart Of Darkness 8.5



MUST BUY — A platform game sent from heaven with wonderful animation, fantastic graphics and a seamless plot line

Hercules 8



TRY B4 U BUY — Yet another Disney release which combines gameplay with their well known cartoon style. It's a little too simple though

Jersey Devil 8



TRY B4 U BUY — A slightly twisted take on the Croc theme. Tricky to get to grips with initially. but rewarding if you persevere for a little while

Johnny Bazookatone 3



AVOID! — Johnny searches for his band mates in this dreary 3D platformer. Another one for the younger gamer out there

Jumping Flash 6



RENT IT — An average 3D platformer which was easily completed, yet loved by all. Well worth a look though and quite fun

Jumping Flash 2 7



RENT IT — An improvement on its predecessor with more depth and originality. But again, this is easy to complete

Klona 7.5



RENT IT — A real surreal Japanese deal with an airborn floppy eared feline. Well, it's Japanese, what did you expect?

Lomax In Lemmingland 7



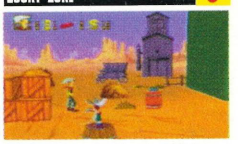
RENT IT — A strange platformer featuring the loveable Lemmings. All in glorious 2D too. what a rare treat, eh?

Lost World 6



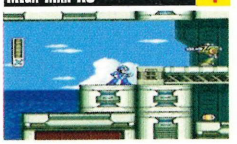
TRY B4 U BUY — Jurassic Park 2 hits the PSX and gives you five varying characters to play with, including a massive T Rex

Lucky Luke 6



TRY B4 U BUY — It may be aimed at kids but that's no excuse for releasing a sub-standard platform game really is it?

Mega Man X3 4



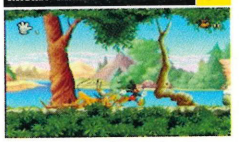
AVOID! — Uninteresting platformer from the age-old Japanese super hero. This would have looked out of date on the SNES. Avoid!

Megaman 8 5



RENT IT — Megaman hasn't changed since its SNES days and is badly in need of a makeover. It's time Megaman called it a day

Mickey Mania 7



TRY B4 U BUY — The world's most famous mouse is uninspiring in this standard platformer, but offers good old school fun

Oddworld Abe's Exoddus 9



MUST BUY — The Gimp with the gift of the gab returns with more vocals to continue his puzzle solving frolics in this superb adventure

Pandemonium Platinum 8



TRY B4 U BUY — A 2D platformer made to look all 3D due to the PlayStation's graphic capabilities. Well worth a purchase

Pandemonium 2 8

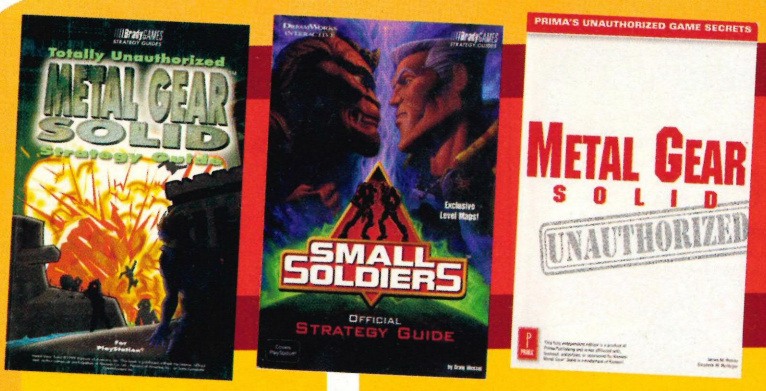


RENT IT — Tests your eyes like no other game. Colour blind players may have trouble with the over the top colour scheme

Psybadek 7.5



TRY B4 U BUY — An unusual and psychedelic take on the platform genre, this funky funster is sadly marred by repetitive levels and fiddly controls



Need a little helping hand with your games? Then look no further than these highly useful tomes, courtesy of Computer Manuals (telephone 0121 706 6000 or check them out at http://www.computer-manuals.co.uk) Metal Gear Solid Strategy Guide and Small Soldiers Strategy Guide, £10.95, Metal Gear Solid Unauthorised Secrets, £9.99

BEAT 'EM UPS

If you want to get in training for Saturday night's trip down the pub then fighting games are for you. Here's the definitive list for your PlayStation

Rayman Platinum 7



MUST BUY

The first classic platformer to hit the PSX and now available for £20 thanks to the handy wallet-friendly Platinum Range

Rascal 5



AVOID!

Don't be fooled by the cute looks, this rascal needs a slap in a big way. Dull adventure game for little terrors

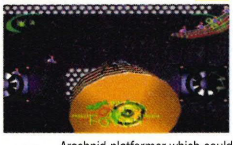
Skull Monkeys 7.5



TRY B4 U BUY

Awesome graphics but lacking in lasting appeal. It's good to see someone thinking about what they're doing

Spider 5



RENT IT

Arachnid platformer which could have and should have been so much better. Rent it before spending cash though

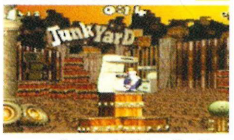
Spot Goes To Hollywood 6



RENT IT

Spot returns with a fine 3D platformer based on various classic movies from yesteryear. Try before you buy

Trash It 4



AVOID!

Control a fat bloke with a big hammer and basically smash every thing in sight. Original, but quite boring and bland

Tombi 7.5



TRY B4 U BUY

Some puzzle solving and a hint of rpg add a little variety to this somewhat 2D platformer, making it well worth a look

Wild 9 8.5



MUST BUY

The world's first torture'em-up provides for many a laugh, ploding through this platform game using your 'victims' to aid progress

Batman Forever 2



AVOID!

Knuckle dusters abound in this absolutely dreadful Dark Knight scrapper. Looks and plays really really badly. Avoid!

Battle Arena Toshinden Platinum 8



MUST BUY

One of the first scrap fests to arrive on the PSX. Oddly enough it still manages to excite after all this time

Battle Arena Toshinden 2 7



RENT IT

Slightly less impressive than the original but still hits you where it hurts thanks to big swords and lots of top moves

Battle Arena Toshinden 3 7



RENT IT

The third member of the Tohshinden family gives you everything the other two games did and lots more

Bloody Roar 8



MUST BUY

A surprise hit around the office due to the morphing chrarcters who change from human to animal form throughout

Bushido Blade 8.5



TRY B4 U BUY

A slash 'em up if the truth be known. The fights are short lived due to being cut short (quite literally) with one blow

Cardinal Syn 8



TRY B4 U BUY

Unusual beat'em-up from Sony with some weird characters that deserves your attention for a short while at least

Criticom 6



RENT IT

An average scrapping fest which fails to impress for any length of time. Another one for the rental option methinks

Dead Or Alive 9



MUST BUY

Beat 'em ups rarely look or play as good as this. It's viciously fast and inventive, and the girls' boobs bounce. Excellent

The Crow: City Of Angels 1



AVOID!

Truly one of the worst beat 'em-ups to ever appear on any format ever. In every way a dodgy movie licence

Darkstalkers 7



RENT IT

Capcom use their SF2 engine to bring these Hollywood style horror icons to life in this enjoyable 2D fighting beast

Dynasty Warriors 7.5



RENT IT

Costume drama beat'em-up that has a little more plot than your average fighter. Not the best of its genre, nor the worst.

Fantastic Four 2



AVOID!

Streets Of Rage style action with Marvel Comics' famous family of mutants. The thing is, the gameplay is really terrible

Fighting Force 8



TRY B4 U BUY

Better than most arcade beat 'em-ups. Varied pagga situations and more than a few shocks hold your interest

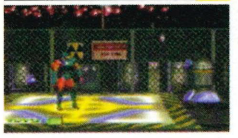
Iron & Blood 7



RENT IT

A medieval style beat 'em- up giving you Orcs, Knights and freaky little wizards to slap around a standard arena

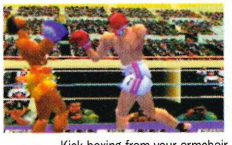
Iron Man 2



AVOID!

Way down near the bottom of the pile, this comic book fighter should be avoided by anyone with any sense, or cash

Killer Instinct:Arena Fighters 6



RENT IT

Kick boxing from your armchair sounds like fun, but this brave attempt was a disappointment for all who played it

Legend 6.5



RENT IT

More retro-action with this Golden Axe-esque delve into the world of slash'em-up adventure. An average buy, but a healthy rental title

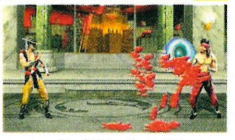
Marvel Super Heroes 8



RENT IT

Yet another standard beat 'em-up only this time having a link with superheroes such as Spiderman and Wolverine

Mortal Kombat 3 7



TRY B4 U BUY

The 2D bloodfest which was hyped to the max when it got released over here. Not as cool as you may think

Mortal Kombat Mythologies 1



AVOID!

This is a bland and poorly thought out fighting adventure. Certainly worth avoiding like crazy

Mortal Kombat Trilogy 6



RENT IT

Imagine all three of the Mortal Kombat series on one CD! Well it's now a reality, but offers nothing new

Mortal Kombat 4 8



TRY B4 U BUY

After finally making it into 3D the MK series has come full circle but still lacks the greatness to be found in rival beat 'em ups

Pocket Fighter 8



TRY B4 U BUY

Small-fry scrapping packs a big punch with its crazy fighters and even crazier special moves. Not one for fighting purists, however

Psychic Force 5



AVOID!

Fair play, this offers something a little different from the norm for beat'em-up fans, but it's by no means great

Rise 2: Resurrection 5



AVOID!

An improvement on the original but still lacks that killer punch needed to take it storming into everyone's game collection

Rival Schools: United By Fate 8.5



TRY B4 U BUY

Re-live those halcyon days of extra-curricular punch-ups (and see plenty of girls' panties) in Capcom's larcade-tastic scrapper

Soul Blade Platinum 9



MUST BUY

This remains one of the finest moments for beat 'em- up fans worldwide. Buy this or Tekken 2 and you're laughing

Star Gladiator 8



TRY B4 U BUY

Instantly playable scrap fest with lasting appeal and tongue-in-cheek Star Wars inspiration. Well worth a look

Star Wars: Teras Kasi 8.5



MUST BUY

Technically Soul Blade with Stormtroopers, this offers some good solid gameplay with the favourite blokes in the universe

Street Fighter Alpha 2 7



RENT IT

the all time classic beat 'em-up makes a welcome second appearance on the PlayStation. It's still a classic

Street Fighter Collection 6



TRY B4 U BUY

An ideal collection for any fan of series, but don't expect anything new here, this is purely a SF collection.

Street Fighter EX Plus Alpha 9



TRY B4 U BUY

At last! The perfect fighting formula gets the 3D makeover it so richly deserves. Street Fighter fans will love it.

Street Fighter: The Movie 1



AVOID!

The game of the movie of the game. As dire as the movie itself and should be left alone no matter what the price

Tekken Platinum 9



MUST BUY

Kicked its way into the homes of many a true beat 'em-up nut and is now available for a mere £20. And it still rocks!

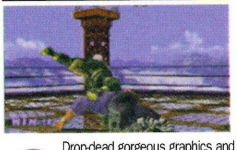
Tekken 2 Platinum 9.5



MUST BUY

The far superior sequel remains an essential buy for anyone who loves 3D arcade fighting. You simply must own this

Tekken 3 10



MUST BUY

Drop-dead gorgeous graphics and unrivalled gameplay make this the best Tekken title to date, and the finest fighting experience ever

Tobal No.1 7



TRY B4 U BUY

3D beat 'em- up with more depth and variation than any other on offer, but lacks the killer instinct to make it a must buy

Wargods 5



AVOID!

An American arcade fighter that looks much better than it plays. Drab, uninteresting and untimately forgettable

Yusha 4



AVOID!

A weird and frantic 3D beat 'em- up from Japan which was truely disappointing in almost every department

Vs 7



TRY B4 U BUY

Gang warfare on the streets of LA. This plays at a fair pace and has some nice touches but doesn't really do anything new

X Men: Children Of The Atom 7



TRY B4 U BUY

Standard beat 'em-up fayre from the people who brought ius Streetfighter and Mavel Super Heroes

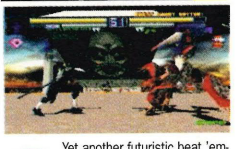
X Men Vs Street Fighter 6



RENT IT

The SF engine is vaguely tweaked once again for another dated fighting affair, this time with the bonus of the X Men

Zero Divide 7



RENT IT

Yet another futuristic beat 'em-up. But this one features polygon robotic thugs instead of butch blokes

Zero Divide 2 7



RENT IT

More metal meatheads punch it out in this rather rusty attempt at a beat'em-up. Not bad, but you could do a lot better

FLIGHT SIMS

Often the butt of many a cruel gag, flight sim enthusiasts are seen as geeky nobs by their few friends. The question is, are you a geeky nob?

Ace Combat 2 8



TRY B4 U BUY

Addictive and uncomplicated Top Gun shoot 'em-up from arcade masters Namco. And don't worry, it's not a flight sim.

Agile Warrior 7



RENT IT

An action packed flight simulator which has you blowing things out of the sky left, right and centre. Good fun

Air Combat Platinum 7



TRY B4 U BUY

So-so flight sim from the PlayStation's early days. Now available for £20 via Sony's popular Platinum Range

Black Dawn 8



TRY B4 U BUY

A frantic helicopter flight simulator that's also the sequel to the brilliant Agile Warrior. This offers more, obviously

Firestorm: Thunderhawk 2 8



MUST BUY

Blow the opposition away with your savage chopper in this revamped version of an old classic. Worth a blast

Gunship 7



TRY B4 U BUY

A more technical helicopter flight sim which although being less trigger happy, still does the business though

Raging Skies 5



AVOID!

The skies aren't so much raging, more mildly littered with the odd enemy. In every way average, so try before you buy

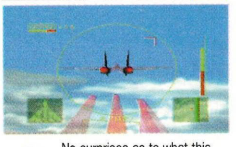
Strikepoint 6



RENT IT

A fairly bog standard flight sim which offers nothing new but is quite good fun for novices and experts alike

Top Gun: Fire At Will 4



AVOID!

No surprises as to what this pretty fine game is all about, but at the end of the day there are much better games available

Warhawk 6



TRY B4 U BUY

An early helicopter simulator which looks basic but manages to enthrall with its 'must finish' airborne missions

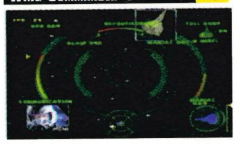
Wing Commander 3 6



RENT IT

Mark Hammill stars in the third of the ongoing space dog-fighting series. FMV in abundance, little gameplay

Wing Commander 4 6



RENT IT

More of the same if the truth be told, with Mr Hamill showing his face again in even more FMV based tales

Wing Over 7



TRY B4 U BUY

Strange flight sim. Crammed with aerobatic action and more than a little variation in aircraft. Offers more than most

Zero Divide 2 7



MUST BUY

More metallic monsters clank and rattle their way to victory in this disappointingly rusty and lacklustre scrapping sequel

ADVENTURE

Legend has it that adventure games have been going longer than any other genre in the world of videogames. Choose carefully traveller from our list below

Alone In The Dark 6



TRY B4 U BUY

Haunted house adventures which looks quite odd, but still manages to do the business on the old adventure front

Akuji The Heartless 7.5



RENT IT

Strange voodoo dealings throw themselves at poor old Akuji as he finds himself trapped in this pretty mediocre adventure

Ark Of Time 4.5



TRY B4 U BUY

Ark of Shite would have been more appropriate. Not even worth using the CD for one of those classy clocks

Atlantis 4



AVOID!

This adventure may look nice, but believe us, it's about as interesting as watching paint dry. Don't even think about it

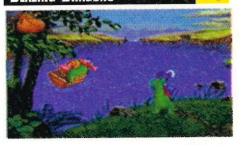
Batman & Robin 6.5



RENT IT

A potential monster that grossly undersells itself with many good gameplay elements which, sadly, don't really gel together

Blazing Dragons 4



AVOID!

Monty Python humour abound in this average adventure that's technically aimed at the younger gaming audience

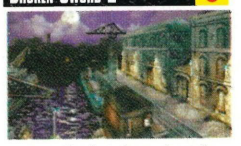
Broken Sword 8



MUST BUY

The best point and click adventure on the PlayStation so far. A sequel is already here, but buy this anyway!

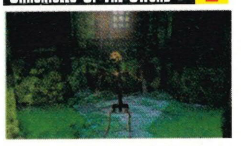
Broken Sword 2 8



TRY B4 U BUY

Equally as impressive as its predecessor containing more puzzles and more than a hint of some fine humour

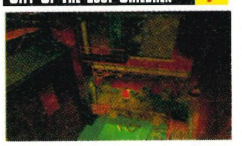
Chronicles Of The Sword 2



AVOID!

A hot contender for the worst PlayStation game ever, this King Arthur-esque adventure is simply dreadful

City Of The Lost Children 7



TRY B4 U BUY

An epic adventure based on the average French arthouse movie of the same name. Well worth a look, if only for the graphics

Cyberia 7



TRY B4 U BUY — A PC conversion which looks a dream but has limited appeal to those after some good solid adventuring fun. Novice friendly

D 3



AVOID! — An interactive movie adventure which lacks longevity, gameplay, excitement and playability. In a word, Avoid!

Deathtrap Dungeon 8.5



MUST BUY — Ian Livingstone's fantasy world is brought into PlayStation heaven by Eidos. Only the strongest need apply

Discworld 6



RENT IT — Terry Pratchetts finest moment transformed itself very well onto the PSX and this is simpy amazing.

Discworld 2 7



TRY B4 U BUY — Ultra barmy sequel to the ultra barmy Discworld. It's undoubtedly one for fans of Terry Pratchett's wacky books

Excalibur 2255AD 7



TRY B4 U BUY — A 3D adventure which has the right mix of action and puzzles, but looks and plays too much like Tomb Raider

Herc's Adventures 5



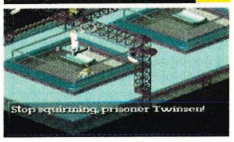
AVOID! — A decidedly average game which is over all too soon. Fun for a little while but that's about it. Just misses the mark

Legacy Of Kain 8



TRY B4 U BUY — Vampire strangeness in this huge and impressive blood sucking adventure. Well worth the money though

Little Big Adventure 7



TRY B4 U BUY — This quirky adventure game was lovingly converted from its PC origins and manages to entertain for a short while

Medievil 8.5



MUST BUY — Ghosts N' Goblins is brought up to Nineties' speed in this excellent swashbuckling comedy adventure

Men In Black 6



RENT IT — A better than usual movie license, but still guilty of major flaws. Could and should have delivered so much more

Myst 4



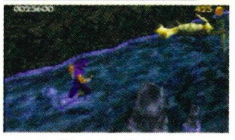
AVOID! — Average static screen jobbie from years ago. It won't amaze by any means, but it still has strong puzzling elements

Nightmare Creatures 8



TRY B4 U BUY — This received some harsh treatment from other mags, but it's definitely one for the gore and action fans out there

Ninja 8.5



TRY B4 U BUY — Simple but effective puzzle elements combine with nice visuals to create an action-packed adventure

ODT 5



RENT IT — A poor attempt at creating a challenger to the mighty Tomb Raider, this is lacking in charm. Rent it and see for yourself

Overblood 7



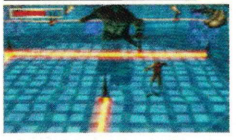
RENT IT — A futuristic adventure game which is over way too soon for the experts and sadly too boring for the novices

Perfect Weapon 7



RENT IT — A strange adventure game which has you punching your way to victory over a series of lush and lovely environments

Pitfall 3D: Beyond The Jungle 7.5



TRY B4 U BUY — A surprisingly good 3D rendition of one of the original console games. Activision are hitting a bit of form

Psychic Detective 3



AVOID! — An FMV adventure game which may be too strange for some and simply too bonkers for the majority

Reboot: Countdown To Chaos 7



TRY B4 U BUY — Average shooter that promised a bit more. Worth a look if you are a mad, bad blasting maniac with nothing better to do

Resident Evil Platinum 8.5



MUST BUY — The ultimate gore fest for any fan of zombie movies. Puzzles, shotguns, big snakes and blood thirsty freaks ahoy!

Resident Evil 2 9.5



MUST BUY — With two CDs full of action, this blood soaked stormer is an essentail purchase for everyone. This is simply superb

Resident Evil: Directors Cut 8



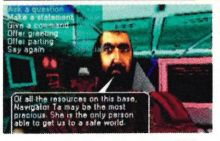
TRY B4 U BUY — A two disk spectacle which brings you three variations on the original game and a 20 minute demo of the sequel

Riven 5



TRY B4 U BUY — A rendered collection of snaps fail to liven up this bland but complex affair. Comes quite close to being a form of torture

Sentient 7



TRY B4 U BUY — An adventure game which struggles for identity among the other more stronger titles currently available

Spawn: The Eternal 6.5



TRY B4 U BUY — Interesting idea but let down by ropy gameplay. Fans of the movie and comic may be keen to take a look though

Spyro The Dragon 9



MUST BUY — Spyro's the coolest, cutest, kick ass free roaming hero this side of a Crash/Croc hi-bred. Amazing graphics, scorching gameplay

Swagman 6



RENT IT — A spooky cartoon adventure which owes much to classic Zombies Ate My Neighbours on the SNES

Tenchu 9



MUST BUY — Stealth and cunning are demanded in this ultra realistic Ninja gorefest where you must fill the assassin's silent shoes

Time Commando 5



AVOID! — You travel through time in this 3D adventure although the effort really isn't worth bother. Leave this well alone

Tomb Raider Platinum 9



MUST BUY — The game which launched a thousand magazine covers. Still does well thanks to the recent sequel

Tomb Raider 2 9.5



MUST BUY — What more can be said about Lara Croft and her raiding of tombs? Nothing. This is what you expected and a whole lot more

Tomb Raider 3 9.5



MUST BUY — Lara gets down and dirty in her third adventure around the world. Improved graphics and trickier puzzles make this a winner

SHOOT 'EM UPS

3D arcade blasters are a popular breed with PlayStation owners worldwide, and as you can see from the list below, there are plenty on offer to choose from

Alien Trilogy Platinum 8



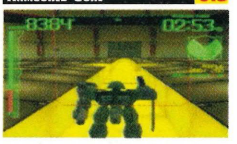
MUST BUY — You are officer Ripley taking on wave upon wave of slimy space critters in this top PSX version of the three classic movies

Apocalypse 8



TRY B4 U BUY — Average shooter with annoying in-game comments provided by Bruce Willis himself. Not bad, but far from Oscar-winning stuff

Armoured Core 6.5



RENT IT — Mech warriors battle it out er... and do little else in this blasting romp. Simple stuff, but good fun for a short while

Area 51 1



AVOID! — This game doesn't exist. Oh no. Unfortunately, we're joking and it does actually exist. And it's a pile of shit

Assault 8



TRY B4 U BUY — The best elements from classic shoot'em-ups have been combined with a few fresh ideas to create a fast fragging frenzy

Assault Rigs 5

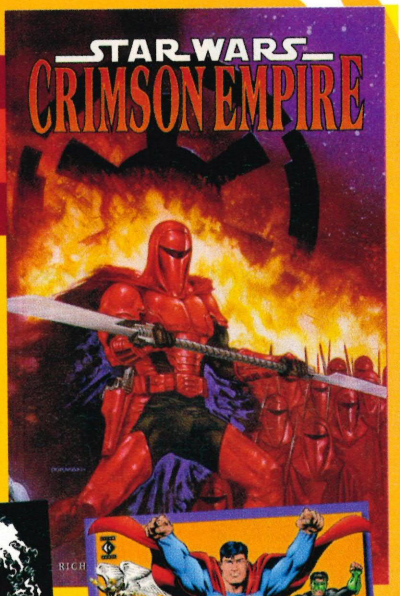


RENT IT — Amazing gameplay and a top soundtrack made this tank battler a winner in the PSX's early days. Try before you buy

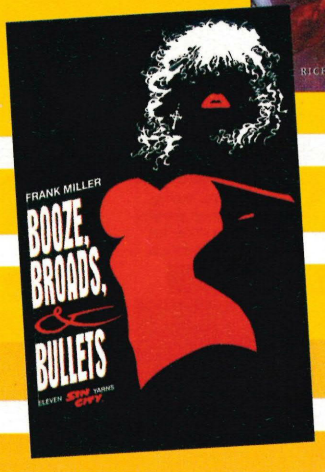
PULP FICTION

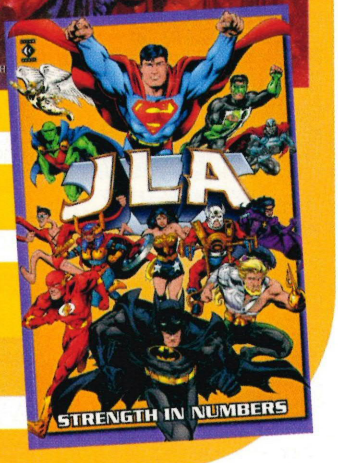
Read these till your eyes bleed



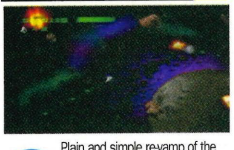


Leave your PlayStation alone for an hour or two and treat yourself to an eyeful of these graphic novels, all from Titan Books. Featured are Spawn: Abdiction and JLA: Strength in Numbers, £8.99; Sin City: Booze Broads and Bullets, £9.99; and Star Wars: Crimson Empire, £11.99





Asteroids 6



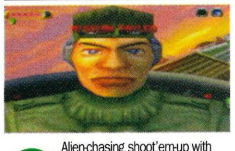
AVOID! Plain and simple re-vamp of the classic arcade blaster. Not really a popular idea for the dazed and confused PlayStation generation

Auto Destruct 7



RENT IT A mixed bag this one. The fine line between a tough challenge and impossibility has been breached. Average at best

B-Movie 8



TRY B4 U BUY Alien-chasing shoot'em-up with some subtle humour to keep you amused. It's pretty tricky to complete though, so try it first

Battle Stations 1



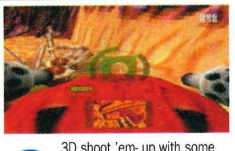
AVOID! This is basically Battleships for losers who can't be bothered getting the board game out of the loft. Please avoid!

Beast Wars 4



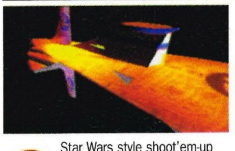
AVOID! Transformers, more than meets the eye? Not in this game, what you see is what you get, which is very little indeed

Blam! Machinehead 5



AVOID! 3D shoot 'em- up with some nice graphical effects, but let down by over complex missions and bad handling

Blast Radius 7



RENT IT Star Wars style shoot'em-up that doesn't quite compete with Colony Wars, but provides plenty of great target practice

Brahma Force 8



TRY B4 U BUY The third Kileak release is surprisingly absorbing stuff. Much more enjoyable than the previous two put together

Colony Wars 8



TRY B4 U BUY A futuristic blaster which sees you following many different paths as you battle your way across the cosmos

Colony Wars: Vengeance 9



RENT IT Big ships, big guns and a whole load of more complex missions collide to make this shoot'em-up a very worthy sequel

Contra: Legacy Of War 5



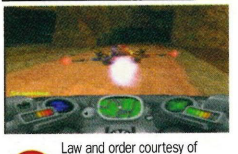
RENT IT A 96 remix for the bland horizontal scrolling shoot'em-up from yesteryear. Nothing special going on here

Critical Depth 3



AVOID! After Tigershark failed to sink the Bismarck, this shot just wide too. The idea is great. The game's crap

Crime Killer 7



RENT IT Law and order courtesy of armoured vehicles and a mandate of zero tolerance in this futuristic driving shoot'em-up

Crusader: No Remorse 7



TRY B4 U BUY Take control of a robotic assassin in this isometric viewed PC conversion. Bullets and blood aplenty

Crypt Killer 2



AVOID! Truly awful conversion of the arcade game where you shoot badly drawn zombies and comedy mummies

Dark Forces 7



TRY B4 U BUY Star Wars meets Doom in this classic blaster. If you want to kill Stormtroopers, then this is the game for you

Descent 7



TRY B4 U BUY Shoot 'em- up in the Doom style only you're flying around in a spaceship head first down a massive mine shaft

Descent 2 6



RENT IT Less than impressive sequel that offers more of the same. The thing is, we've seen it all before. Boring!

Disruptor 7



RENT IT A pretty marvelous and varied Doom clone giving you huge weapons and a fair bit a FMV mission briefing

Doom 9



MUST BUY The game that spawned a thousand imitators. A classic in every sense of the word. Buy this game today!

Duke Nukem 3D 8



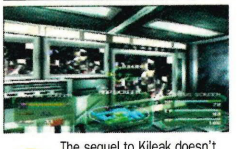
MUST BUY Sure it's been released ages ago on other formats but if truth be told this is still pretty darn marvellous

Duke Nukem Time To Kill 9



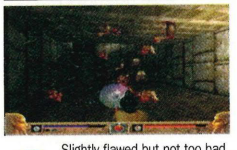
MUST BUY Duke fills the hot-pants of Lara Croft in this third-person time-tripping bonanza, that wastes Tomb Raider for sheer action

Epidemic 6



RENT IT The sequel to Kileak doesn't offer anything new, but gives you more enjoyable corridor roaming fun

Exhumed 7



RENT IT Slightly flawed but not too bad Doom clone set in ancient Egypt. Could have been a contender to Doom's crown

Fade To Black Platinum 8



MUST BUY

A 3D shoot 'em- up which impresses many with the lavish graphics and exotic locations and cut sequences

Final Doom 8



TRY B4 U BUY

The rather splendid sequel to the monster hit giving you more of the same, with added bonus bits of blood

Firo & Klawd 5



AVOID!

Rather bland cartoony shoot 'em- up affair where you control a comedy cartoon cat and ape duo. Honest!

Forsaken 9



TRY B4 U BUY

Cool graphics and action aplenty in this blast from Acclaim. It's an acquired taste, but quite juicy and enjoyable

Frenzy 5



AVOID!

Haywire cartoon shoot 'em up that scores more misses than hits. Could've been much better with a little more variety

Future Cop: LAPD 9



MUST BUY

This futuristic blaster with Robocop undertones is guaranteed to keep you off the streets, particularly with its two-player mode

G.Darius 8



RENT IT

Classic arcade-style gameplay and stunning visuals make this highly playable, but don't expect any long-term satisfaction from it

G-Police 8



TRY B4 U BUY

Class futuristic shoot 'em-up. Flying around mega cities and blasting the bad guys has never been so much fun

Galaxian 3 4



AVOID!

Dull shoot 'em- up similar to Starblade Alpha, but not as impressive. The arcade version rocks, but this sucks

Ghost In The Shell 7



TRY B4 U BUY

Another comic inspired Sony game that never quite manages to make it to the big time. A nice try though

Hard Boiled 4



AVOID!

Based on the cult comicbooks of Frank Miller, this has you driving a big tooled-up Chevy in futuristic settings

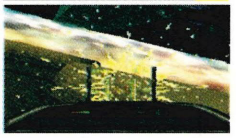
Hexen 2



AVOID!

Eagerly awaited drivel which at the end of the day that should have been brilliant. As it stands... just avoid it

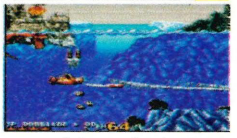
Independence Day 2



AVOID!

Maybe the worst movie license ever, even if we take the awful SF: The Movie into concideration. Absolute cack

In The Hunt 3



AVOID!

Underwater shoot 'em- up where you piss around in badly drawn sprite-based subs. Another one to avoid

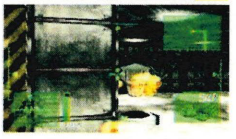
Judge Dredd 7



RENT IT

Stunning shoot 'em-up from Gremlin. The bullets will be flying and the adrenalin pumping almost immediately

Kileak The Blood 7



TRY B4 U BUY

By today's standards this wouldn't fare too well, but it ruled the roost in its hey day. See Epidemic, its sequel

Krazy Ivan 7



RENT IT

Slightly flawed 3D shooter giving you full control over huge Russian Mech robots. Worth a look if you fancy it

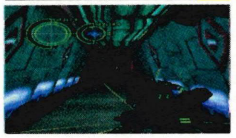
Lethal Enforcers 2



AVOID!

If filth could be transformed into a game then this is as downright stinky as you could go. A contender for worst game ever

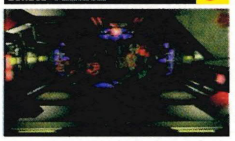
Lifeforce: Tenka 8



TRY B4 U BUY

Gloomy surrounds, stunning graphics and wicked gameplay make this one a winner. But maybe long in the tooth now

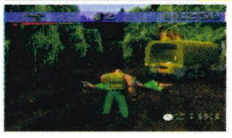
Loaded Platinum 8



MUST BUY

An isometric viewed shooting gore fest which isn't all that bad. And at £20 a throw you're laughing! Buy it!

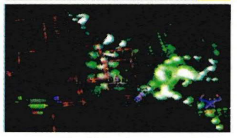
Lone Soldier 1



AVOID!

A dire 3D shoot 'em- up where you're in control of a butch soldier hellbent on saving the globe from aliens. Avoid!

Machine Hunter 7



RENT IT

The 3D levels can be tiring in this huge game that oozes Loaded influences. The game, not the magazine

Maximum Force 4



AVOID!

Yet another light gun farce which attempts to cash in on the success of Time Crisis. Do not consider buying this disgrace

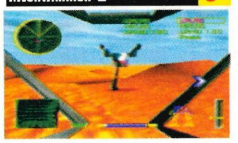
MDK 8



MUST BUY

Snappy name, awesome game. Drops you in the centre of a violent world where only the strongest will survive the day

Mechwarrior 2 8



TRY B4 U BUY

Robots blow each other away big time in this fine shoot 'em-up brilliantly converted from the PC for us PSX nuts

N2O 6



RENT IT

Bizarre backdrops, psychedelic colour schemes and frantically fast gameplay make this an eye and brain straining affair

Nanotek Warrior 8



RENT IT

A psychedelic shoot 'em- up in the same vein as the old arcade classic, Tempest. Except loads more fun and mayhem

Novastorm 2



AVOID!

An early release on the PlayStation that could have been so much more. As it stands, it's fairly dull as things go

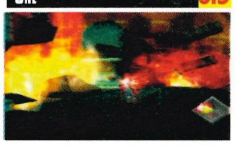
Nuclear Strike 8



TRY B4 U BUY

The eagerly awaited sequel to Soviet Strike which doesn't disappoint. More thrills and spills than previously

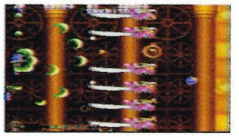
One 6.5



RENT IT

Brainless violence that looks great but becomes monotonous after a while. It'll keep you occupied for the night though

Parodius Deluxe 6



RENT IT

A conversion of the original classic Parodius game which will surprise no one but amuse many. Check it out

Philosoma 5



AVOID!

A shoot 'em- up incorporating many different viewpoints but with very little excitement. Look elsewhere before buying

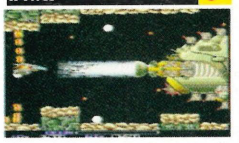
PO'ed 5



AVOID!

Smack walking backsides and the like with frying pans and big sticks in this strange slant on the Doom clones

R-Types 6



RENT IT

The classic shoot'em-up joins the PSX's galaxy of games and is left looking very average, if not a little shitty. For hardcore retro fans only

Raiden Project 8



MUST BUY

One of the great shoot 'em-ups to ever appear anywhere ever. If arcade style blasters are your bag, buy this today

Rapid Reload 3



AVOID!

Shoot 'em-up in the same vein as Mega Man, only better. Another early release that should have been better

Raystorm 6



RENT IT

A fine but standard shoot 'em-up. Not sure it warrants the £40 price tag though. Try it, you might like it

Reloaded 7



RENT IT

The sequel to the gory Loaded which was nowhere near as good as it promised to be. Still enjoyable though

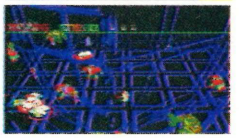
Revolution X 1



AVOID!

Oh my God! How bad is this? A crap arcade affair starring – wait for it – bloody Aerosmith! Avoid! Avoid!

Robotron X 6



RENT IT

A revamped 3D version of the old arcade game gives you plenty of hours of frantic thumb blistering fun guaranteed!

Rogue Trip 6



RENT IT — Holiday reps come packing heat in this tourist trap. It's Wish You Were Here meets Twisted Metal, without Judith Chalmers

Shellshock 7



TRY B4 U BUY — 3D tank shoot 'em- up where combat strategy is required for you to progress with your team of tooled-up home boys

Shadow Master 8



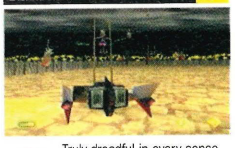
TRY B4 U BUY — Psygnosis continue their fantastic line up of stunning games-both visually and in terms of gameplay

Shockwave 3



AVOID! — Kill the alien invaders before they take over the world in this shoot 'em- up that first appeared on the 3DO

Slamscape 3



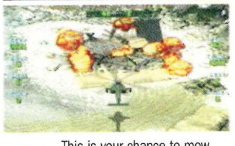
AVOID! — Truly dreadful in every sense. Futuristic shooters are ten a penny, but this is the worst game ever invented. Avoid!

Small Soldiers 8



TRY B4 U BUY — Midgets make the most of their mechanisms and troll about in this fine fragfest. Grab a mate for some top two-player action

Soviet Strike Platinum 8



MUST BUY — This is your chance to mow down Russians in this mega tough, but hellishly addictive helicopter romp

Starblade Alpha 4



AVOID! — A substandard arcade conversion that should never have been released. Boring, boring, boring. Avoid!

Starfighter 3000 4



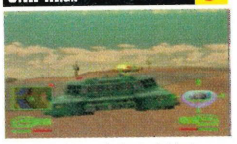
AVOID! — Another dull 3D shoot 'em- up which gives the genre nothing new, nothing interesting and nothing in the way of originality

Steel Harbinger 3



AVOID! — Never lived up to its promise. Yet another dull futuristic blaster starring some psycho yank cyber babe with big hair

Steel Reign 5



RENT IT — Disappointing tank blaster which can't hold its own against the dated but still top notch Shellshock. Shame really

Tempest X3 5



RENT IT — Three games in one still doesn't give this the edge it needed. You get the original and two new 3D versions

The Fifth Element 6



AVOID! — Willis may shine at the box office, but this is just another hollow movie license which hints at what it should have been

Tigershark 3



AVOID! — Truly awful nautical affair in which you hammer around blasting all and sundry. The only problem is it's terribly dull

Time Crisis 9



MUST BUY — Undoubtedly the finest light-gun game around at the moment. There's more than a little frantic shooting to be done

Total Eclipse 3



AVOID! — If the word naff was a game, then this would be it. It looks bad, plays even worse and will ultimately be forgotten by all

Tunnel B1 6



AVOID! — Visually stunning Channel Tunnel simulator that moves hyper fast but is generally too complex to love

Twisted Metal 7



RENT IT — The original PSX road rage game was a tad disappointing for many, but certain gamers love it to bits. Try it first

Twisted Metal 2 8



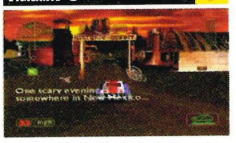
TRY B4 U BUY — The much improved sequel to the carnage craving original that offers plenty of mayhem across the globe

Viewpoint 7



RENT IT — Colourful and visually attractive shoot 'em- up. Tricky to play however, but has that old school arcade feel to it

Vigilante 8 9



MUST BUY — An excellent blend of speed, bullets and no holds barred action. This is what Road Rage is all about, and we love it

Viper 7.5



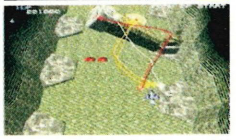
RENT IT — Fantastic looking shoot'em-up that retains the best qualities from the genre and injects new life into the looks department

X2 7



RENT IT — Ultra difficult shoot 'em- up with more mayhem and weapons than most and a storming techno soundtrack too

Xevious 3D/G+ 2

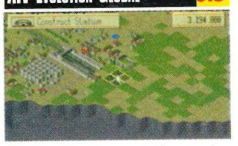


AVOID! — A pointless shoot 'em- up which is absolute dross and carries the worst name in video gaming history. It's shite

STRATEGY

Not so much 'put on and have a quick go', more like 'play the damn thing for weeks on end whilst destroying your social life' kinda games. Top fun though

AIV Evolution Global 6.5



RENT IT — Sim City-esque train network builder which may be boring as hell for most, but PC owners will cream over it

Allied General 4



AVOID! — A bit like a game of computer Risk at the end of the day. Sorted if you like that kind of thing, We didn't

Bedlam 4



AVOID! — Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate Wars too

Carnage Heart 7.5



TRY B4 U BUY — Bizarre robot fighting goings on for a change. Robot fans should love every second of a good title

C & C Platinum 8



RENT IT — The classic war strategy game. Still causing players major headaches and still worth every second of your time

C&C: Red Alert 9



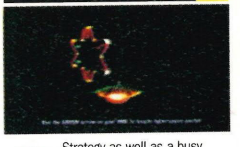
MUST BUY — The second installment of C&C is a huge improvement with more action and strategy than ever before

C&C Retaliation 8.5



TRY B4 U BUY — Despite this being the best C&C incarnation to date, the originality has disappeared. Only for the most dedicated C&C fans

Darklight Conflict 5



AVOID! — Strategy as well as a busy trigger finger will get you through this. Stir in some patience to boot and you'll be away

Dark Omen 7.5



TRY B4 U BUY — A high standard of wargaming is achived by EA with their goblin basher. An aqcuired taste mind, be warned

Defcon 5 4



AVOID! — 3D affair which lacks any kind of lasting appeal for new or experienced gamers alike. Be very careful indeed

Grand Theft Auto 9



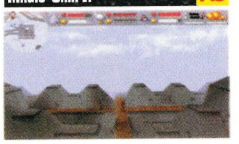
MUST BUY — Controversial game which endorses bad behaviour in cars. Hurrah for all concerned. Over 18s only though

Lemmings 8



RENT IT — This may be over-rated, but it's still a classic, even if the graphics aren't up to much. Worth playing, if only for a night's reminisce

Magic Carpet 7.5



TRY B4 U BUY — Mystical carpet flying. A very strange strategy/ action game. One of Bullfrog's fine early moments in gaming

Monopoly 7



RENT IT — It's everyone's favourite boardgame for passing the time away on long rainy days. Only it's on the PlayStation

Panzer General 5



AVOID! — More computer Risk which involves plenty of strategic planning as you might expect from this kind of thing

Return Fire 6



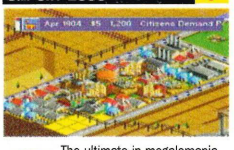
RENT IT — Strategy and action are the key points to this strange game. Try before you buy just in case you hate it

Risk 7



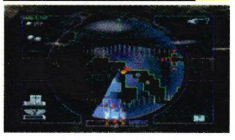
RENT IT — Another board game which you either love or hate. It involves killing numerous armies. Fun if you like that sort thing

Sim City 2000 7



TRY B4 U BUY — The ultimate in megalomania. Play is a little jerky however but if you can put up with that then you're laughing

Space Hulk 7



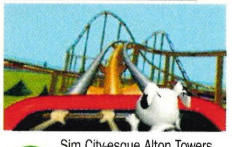
RENT IT — Strategy fest. Takes time to suss but is worth the effort as the rewards are great in the end. Stick with it for a bit

Syndicate Wars 8



TRY B4 U BUY — The latest strategy release everybody is craving for. Top graphics and wonderful gameplay. Just buy it

Theme Park 7.5



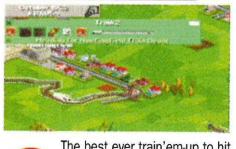
TRY B4 U BUY — Sim City-esque Alton Towers development kit. Watch out for people chucking up all over the show though

Theme Hospital 8.5



MUST BUY — Those of you who loved Theme Park are gonna go crazy over this. So if you fancy it, go out and buy this today

Transport Tycoon 7



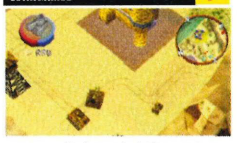
RENT IT — The best ever train'em-up to hit the Playstation. Build a successful infrastructure and win a fortune

Warcraft 2 8



TRY B4 U BUY — A Command & Conquer style affair. A bloody fantastic strategy game that you'll simply adore after two mins!

Wargames 7



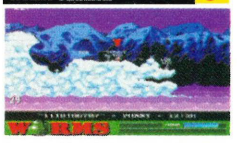
RENT IT — Shallow and mindless strategy title with little in the way of excitement for onr player, but it's great for blasting your mates

Warhammer 7



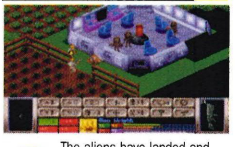
TRY B4 U BUY — Strategy in abundance in this one. Go to war with your hammer and leather those goblin scum to oblivion

Worms Platinum 9



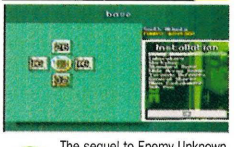
MUST BUY — The slimy blighters star in the best multi-player game available on any format in our opinion. Get your mates in

X-Com: Enemy Unknown 7.5



TRY B4 U BUY — The aliens have landed and need a damn good hiding in this strategy fest. Go get 'em tiger and send 'em home

X-Com: Terror From The Deep 8



TRY B4 U BUY — The sequel to Enemy Unknown which is, if anything an improvement. Best alien game to date

Xenocracy 4.5



AVOID! — This is basically a poor man's Colony Wars with really ropey graphics, sound and gameplay. It offers nothing worthwhile

SPORTS

Almost every sport going has been converted to the PSX, offering plenty of awesome two player competitive fun. Darts has unfortunately been overlooked

2Xtreme 3



AVOID! — Terrible, just terrible. Please don't ask me to come up with any other words or I'll be forced to say the word "shite" to you

Actua Golf 8



RENT IT — The original golf game had a few minor faults but still did the business for the sport on the PlayStation initiall

Actua Golf 2 85



TRY B4 U BUY — With the faults ironed out, the sequel is the best golf game available bar none. We challenge you to beat it!

Actua Golf 3 8



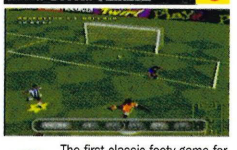
TRY B4 U BUY — Gremlin's latest club-swinger is far superior in both graphics and game options. If you like golf, this will suit you to a tee

Actua Ice Hockey 8



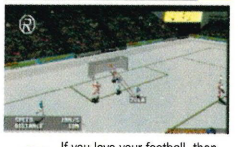
RENT IT — Another Actua release which keeps the standards at a usual high. Not the best, but well worth a butcher's

Actua Soccer Platinum 8



MUST BUY — The first classic footy game for the PlayStation has dated a little since its arrival. Still worth a peek though

Actua Soccer 2 9



MUST BUY — If you love your football, then you'll love this. If you despise football, you'll love this. It's that bloody fantastic

Actua Soccer 3 9



MUST BUY — Nice graphics, great commentary and up-to-date players collide to make this the best Actua Soccer title yet

Actua Soccer: Club Edition 6



RENT IT — Not so much a sequel as the same game with league teams included. What more do you need Wolves fans?

Actua Tennis 7.5



RENT IT — Another addition to the Actua series further swells Gremlin's sporting library. Not the best of its genre, but far from the worst

Adidas Power Soccer 5



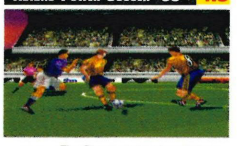
AVOID! — Predator shots ahoy in this bizarre footy fest with a high profile sporty gear licence. Sporty Spice here we come

Adidas Power Soccer '97 7



RENT IT — More of the same at the end of the day. Same boots, same game, same lack of Sporty Spice. Tsk!

Adidas Power Soccer '98 4.5



AVOID! — The Power soccer brand goes from strength to strength with yet another crap soccer sim. Keep well away from this one!

All Star Soccer 5



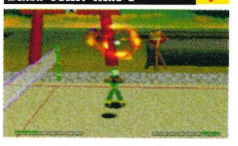
AVOID! — An average footy game which doesn't take itself too seriously. But it's hated by most people who play it

All Star Tennis 6.5



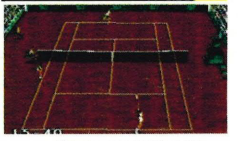
RENT IT — Novel features and eight-player gaming options make this an unusual tennis title which sadly lacks in the sparkle department

Beach Volley Hero's 7



TRY B4 U BUY — As yet the only volley ball title for the PSX, and well worth checking out. Originality and playability in one neat package

Break Point 5



AVOID! — Unimpressive tennis game. Sort of like watching a game on Wimbledon's Court 123 or something

Brian Lara Cricket 9



MUST BUY — This has got to be the best version of a cricket game yet, but unless you've got some knowledge of the game, you'll be stumped by it

Chill 4



TRY B4 U BUY — Awful snowboarding cash-in from Eidos. Nice graphics but where did the gameplay get to Certainly not here

Cool Boarders 7



RENT IT — Ultra playable and ultra short snowboarding game. It's trendy to get rad but the game never really got there

Cool Boarders 2 8.5



MUST BUY — Improvement on the original offering more tracks, stunts and masses of adrenalin fuelled gameplay on a plank

Cool Boarders 3 9



MUST BUY — Pull off even more cool stunts in the third instalment of Sony's super snowboarding spectacular – last one on the piste's a wimp!

Davis Cup Tennis 7



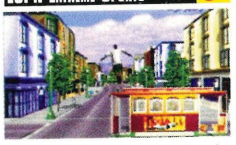
RENT IT — Average attempt at the ultimate tennis experience. One day the definitive tennis game will arrive here

Dead Ball Zone 8.5



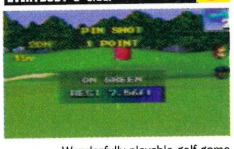
TRY B4 U BUY — Futuristic football for those with savage intentions. Hits where it hurts for a nice break from the usual brand of sporting titles

ESPN Extreme Sports 5



AVOID! BMX racing amongst others in a truly poor sports game. Extreme Crap would be nearer the mark we think

Everybody's Golf 9



TRY B4 U BUY Wonderfully playable golf game that ditches photoOralism for playability in the Smash Court Tennis style

FIFA '96 Platinum 6



AVOID! A tiresome, sluggish football game with limited appeal. Even the name is out of date now. Good planning

FIFA '97 8



RENT IT Looking dated in camparison with RTWC. Average at just about everything. Footy fans should check the bargain bins

FIFA RTWC '98 9



MUST BUY Leaves all other FIFA releases in the shade. Contains all Premier league teams from around the world. Awesome

FIFA '99 9



MUST BUY EA have scored again with their latest soccer spectacular, but it may not be to everyone's tastes. Try before you buy

Goal Storm 5



AVOID! Renamed for its official release it's an acquired taste, especially if your taste is for below average footy games

ISS Deluxe 6



RENT IT A pretty bland footy affair which could have been better. But wasn't. So avoid this footy game at all costs

ISS Pro Platinum 7



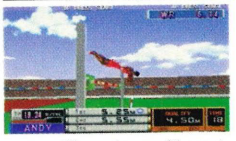
RENT IT Perhaps the most overated football game ever. Check out the N64 version for instance for how it should have been

ISS Pro '98 7.5



RENT IT Despite being a big improvement on its predecessor, this fails to stand up to the competition and lacks in the longevity stakes

Int. Track & Field Platinum 9



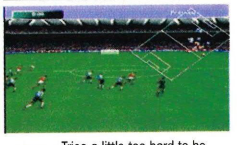
MUST BUY This remains one of the most playable and addictive games available. Still an office favourite even now

Jonah Lomu Rugby 9



TRY B4 U BUY One of the most impressive sports games ever. Playable, great looking and downright accurate. Get it now

Kick Off '97 4



AVOID! Tries a little too hard to be something special but ends up being as dull as they come. Should be better

Kick Off World 4.5



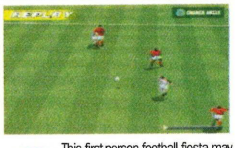
AVOID! Lower league footy affair that illustrates just how far gaming has come in such a short time. Kick this into touch

Knockout Kings '99 8.5



MUST BUY Slip on your gloves and get in the ring with EA's pugilist party. Even if you're not a fan, this is definitely worth checking out

Libero Grande 7.5



MUST BUY This first-person football fiesta may not look the best, but it makes a pleasant change to the regular third-person approach. Check it out

Madden NFL '97 7



TRY B4 U BUY Looking very dated, this has been bettered in just about every department by Madden '98. Get the sequel instead

Madden NFL '98 8



TRY B4 U BUY As fantastic a game as there has been for this sport. Yet another update which goes from strength to strength

Madden '99 8.5



RENT IT The series goes from strength to strength. This is the finest incarnation yet, but just rent if you've got an earlier game

Michael Owen's WLS '99 9



MUST BUY Endorsed by the boy wonder himself, new moves and control system make this a huge improvement on the original

Nagano Winter Olympics 7.5



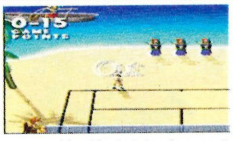
RENT IT As eagerly awaited as the Olympics themselves. At least the real Olympics really wasn't as dull as this waster

Namco European Soccer 4



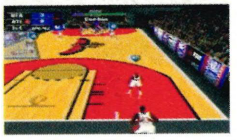
AVOID! Unimpressive football sim and that's all you can say about it. Er, I've got some lines left...help me, please

Namco Smash Court Tennis 9



MUST BUY The ultimate in tennis games to date is right here. You like tennis? Then you'll probably like this. Probably

NBA Fastbreak '98 7



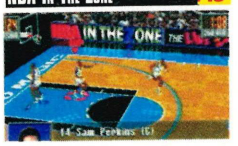
TRY B4 U BUY Gt Interactive look for some hang time with this offering. Looks the part but complicated gameplay lets it down a little

NBA Hangtime 7



RENT IT Fine enough basketball game which is buried underneath a stack of better releases. Take a look below for the proof

NBA In The Zone 7.5



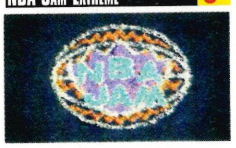
RENT IT Good old basketball games, they're the best. Go to end, shoot, score repeat as necessary until completion

NBA In The Zone 2 8



RENT IT Yet another basketball sequel which is practically identical to the original and every other game of Basketball

NBA Jam Extreme 8



RENT IT A rather playable if uninspiring basketball sim. At least tries to different and exciting. Almost makes it too

NBA Jam TE 7



RENT IT More of the same with slight improvements. See above for basically the same blurb. It's basketball after all isn't it

NBA Live '96 7.5



RENT IT It's difficult to distinguish one basketball game from another as we keep trying to tell you. Do you ever listen?

NBA Live '97 8



TRY B4 U BUY Slight improvement on its predecessor. Pretty wicked in an American sport type way. Where are the girls again?

NBA Live '99 8.5



TRY B4 U BUY Fast five-on-five action, accurate full rules games and realistic human faces puts this game up there with the football titles

NBA Pro '98 5



RENT IT Basketball games are usually pretty good, but this is a bland affair all round that offers the genre nothing new at all

NFL Gameday 7.5



RENT IT American football game which actually rivals Madden. Doesn't beat it but rivals it which can't be bad eh?

NFL QB Club '96 7



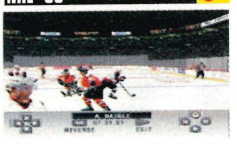
RENT IT The American Football bandwagon continues to bring average games like this along with it. Good eh?

NHL '97 7.5



RENT IT Another average ice hockey game. What is it about American sports that inspire such samey games all the time?

NHL '98 9



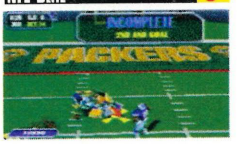
MUST BUY Yet another stunning release from EA Sport's stable. A contender for the best ice hockey game for your PlayStation

NHL '99 9



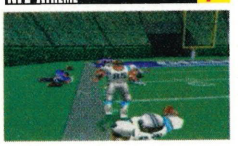
MUST BUY A fast and furious puckfest which is sure to appeal to experts and ice hockey virgins alike. This definitely won't provoke an icy reception

NFL Blitz 8



TRY B4 U BUY Not as accurate as the Madden series but still a cracker of a game, particularly in two-player mode, where the rules just don't apply

NFL Xtreme 7



RENT IT An arcade-style American footy fest that's ideal for the novice player due to its simplicity, but will fail to charm hardcore fans

NHL Faceoff 8.5



TRY B4 U BUY

Fantastic ice hockey game that made a valliant effort to stand out from the crowd. Almost made it too

NHL Faceoff '97 6



AVOID!

This sequel was a real disappointment when you consider the quality of the original. Steer clear

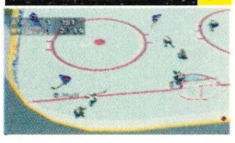
NHL Faceoff '98 7



RENT IT

The third Faceoff release is a worthy sequel but to be honest, the original still has the best gameplay and playability

NHL Powerplay Hockey 7



RENT IT

Fine ice hockey game that never quite makes it to great heights but has a damn good try before falling flat after a fine attempt

NHL Powerplay '98 6.5



RENT IT

As with the original from Virgin it looks the part but never quite hits the heights of excellence acheived by it's competitors.

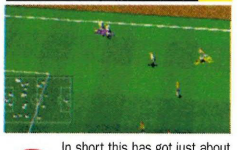
Olympic Games 4



AVOID!

Take part in your very own Olympics in this rather splendid release. Not Sydney but you can't have everything

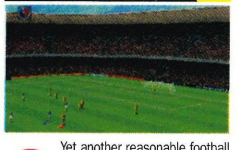
Olympic Soccer 7



RENT IT

In short this has got just about the lot except for real player names. Top footy fest, but it's a little dated now

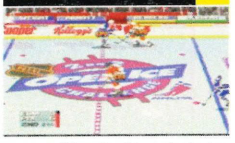
Onside Soccer 7



RENT IT

Yet another reasonable football game that gives it a go but loses in the last minute to a dodgy ref decision!

Open Ice 6



RENT IT

Yet another take on ice hockey which tries to gain all of the excitement of the sport and add some fun. It fails slightly

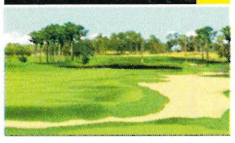
PGA Tour '96 7



RENT IT

Disappointing golf game which we'd expected a lot more of. Fun for a while but fades away quite quickly after that

PGA Tour '97 Platinum 7



MUST BUY

The updated version still lacked the killer drive that we've come to expect from the likes of EA Sports games

PGA Tour Golf '98 8



TRY B4 U BUY

Releasing an update as often as Paul has cheese and beetroot butties is pushing it a little, even if it is a treat

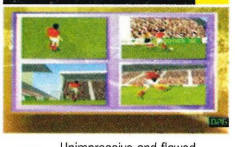
Phat Air 6



RENT IT

Cool Boarders 2 clone that has some nice touches but ultimately fails to impress the judges. Big Air with little else

Player Manager 5



AVOID!

Unimpressive and flawed attempt at footie management. Buy Premier Manager '98 instead of this

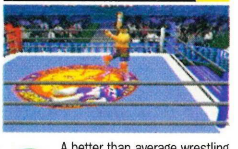
Pool Shark 8



TRY B4 U BUY

Pool games may be rare on the PlayStation, but this one is definitely cued up for success. Go and check it out today

Power Move Pro Wrestling 7.5



TRY B4 U BUY

A better than average wrestling fest which isn't saying that much really is it. Ah well. Can't have it all

Power Soccer 2 7



RENT IT

An improvement on Adidas from Psygnosis but with Actua Soccer 2 in the vicinity it won't fare too well unfortunately

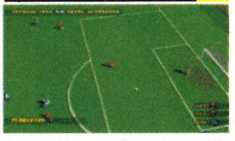
Premier Manager '98 8.5



TRY B4 U BUY

The much awaited footy management sim doesn't disappoint. Destined to keep many fans happy

Premier Manager '99 8.5



TRY B4 U BUY

The return of the mighty social life destroyer and it's bigger and better than ever. If you haven't got '98 then this is an essential purchase

Rushdown 3.5



AVOID!

3 extreme sports have been cobbled together to create this very non-thrilling piece of dirt. Don't insult your PlayStation by getting it

Sampras Ext. Tennis 7



RENT IT

Second only to Smash Court Tennis with a big name licence to boot. Good stuff all round. You'll like it, trust us. Oh yes

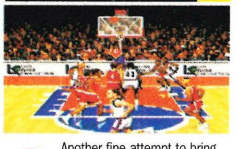
Sensible Soccer 1.5



AVOID!

A truly abysmal look back at the heady days of 'puter soccer. Our gurus couldn't believe how bad this was and you won't either. Poo

Slam 'n' Jam '96 7



RENT IT

Another fine attempt to bring basketball onto the PlayStation. Not that different from the others though really

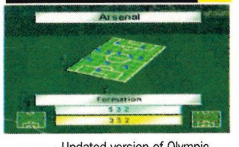
Snow Racer '98 8.5



TRY B4 U BUY

The fastest mountain racer on the PlayStation. Infogrames have surprised us all with the quality of this

Soccer '97 8



MUST BUY

Updated version of Olympic Soccer with league teams. A fine moment for football games on the machine. Go for it

Space Jam 3



AVOID!

Movie license shenanegins which combine basketball and cartoons. Absolute crap in every sense! Avoid, avoid

Streak 7



RENT IT

Surfing cyber-punks on futuristic boards make this an interesting concept in racing games, but it's shelf life is pretty limited - rent it

Striker '96 5



AVOID!

The first football game to impress. Dated by todays standards. A bit repetitive too. Let's be careful out there

Tennis Arena 7.5



RENT IT

Is it any good, or is it not? This is the argument which has been raging for weeks now. Beauty is in the eye of the beholder indeed

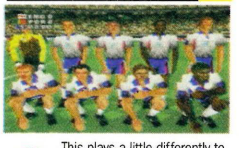
Ten Pin Alley 2



AVOID!

Bowling from your armchair doesn't sound like much fun. And it isn't. At all. In any way shape or form. Honestly

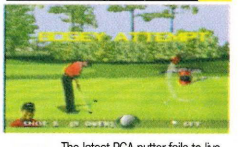
Three Lions 7



TRY B4 U BUY

This plays a little differently to most, but is still instantly forgettable despite the official licence. Nothing to roar about

Tiger Woods '99 6.5



RENT IT

The latest PGA putter fails to live up to everyone's expectations with its dodgy graphics and jerkiness. Go for Actua Golf 3 instead

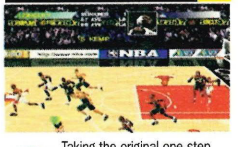
Total NBA '96 7.5



RENT IT

Perhaps basketball's finest moment until its sequel. This is now a little redundant thanks to the '97 update

Total NBA '97 8



TRY B4 U BUY

Taking the original one step further. An absolute slam dunker. If that's what you like of course! Each to their own

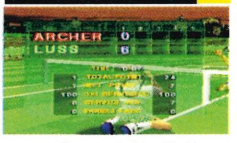
Total NBA '98 8



RENT IT

This can't quite match the cool of the earlier games in the series but is still a fine hoop shooting fest none-the-less

V Tennis 3



AVOID!

Be your own Agassi in this substandard tennis affair. I suppose it would be your own V Agassi as well. Hmm.

Victory Boxing 7.5



RENT IT

More than a beat 'em- up this actually requires you to build up your boxer to take on the big time pros

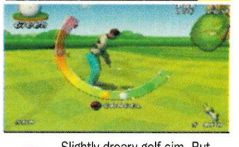
Victory Boxing 2 8



TRY B4 U BUY

An improvement on the original sees you struggling to take your fighter through the ranks to the top of this brutal profession

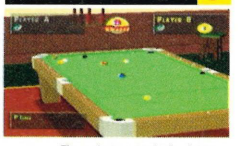
Virtual Golf 4



AVOID!

Slightly dreary golf sim. But then, show me a golf sim that isn't and I'll call you a big smelly liar. I'll do that anyway

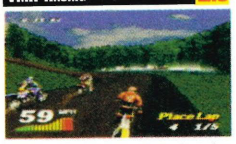
Virtual Pool 5



RENT IT

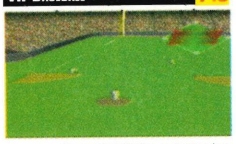
The only true pool simulator available. It's not much cop though but you can't have everything all the time

VMX Racing 2.5



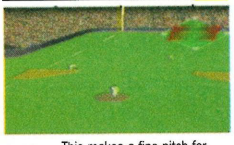
AVOID! Dirt Bikes on dirt tracks makes for a dirt game. Do yourself a favour and stay well away from this composting pile

VR Baseball 7.5



RENT IT Home Run Derby and stunning graphics are the recommendation points to this bat and ball game

VR Baseball '99 7.5



RENT IT This makes a fine pitch for baseball on the PSX, but will only appeal to fans of this statistics orientated sport

WCW vs the World 7.5



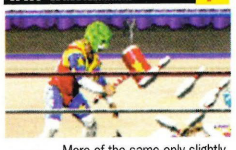
RENT IT You know what to expect when you play these things. This is better than most but does that tell the full story?

WWF In Your House 4



AVOID! Or not as the case may be. If so, then Get out before I call the police you freak! Or is it the World Wildlife Fund IYH?

WWF Wrestlemania 7



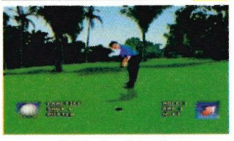
RENT IT More of the same only slightly better than most in a fiddly button type way. Try before you buy is the deal here

World Cup '98 8



TRY B4 U BUY EA's RTWC upgrade offers a couple of new moves but, sadly, they can't compensate for RTWC's overall superiority

World Cup Golf 4



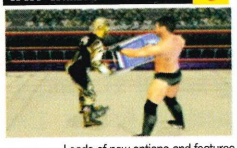
AVOID! Totally dreadful golfing game. Went back from whence it came which stank a bit. Sort it out lads and don't do it again

World League Soccer 9



MUST BUY The house that brought us Lara Croft has applied its sultry touch to the soccer pitch to produce a fine footy game

WWF Warzone 8

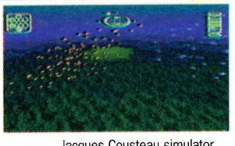


TRY B4 U BUY Loads of new options and features make this wrestlefest flesh-slappingly good. Ideal for a good night's gaming with your mates

MISC

Those games that don't seem to sit in any particular genre wind up being dumped in our miscellaneous section. Why? Because they do. Okay?

Aquanaut's Holiday 1



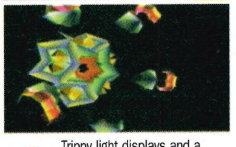
AVOID! Jacques Cousteau simulator. Build reefs and speak to fish. Great if you like the worst game of all time!

Ball Blazer Champions 5



AVOID! 3D futuristic sports contest which isn't much cop if we're being honest with each other. And we are

Baby Universe 7



RENT IT Trippy light displays and a pumping soundtrack make this ideal post rave entertainment. Just don't expect any gameplay

Bust A Groove 8



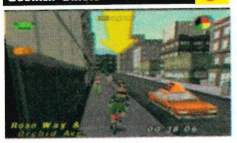
TRY B4 U BUY Cool Parappa clone that will keep you kickin' thru the night. Funky tunes and hot steps make this a winner

Chessmaster 3D 3



AVOID! A shabby affair which will never compete with the real thing for grand excitement and tension (is that too sarcastic?)

Courier Crisis 3



AVOID! The main crisis here is that there's no interest involved. Almost the worst game ever. And that's going some

Bomberman World 8



TRY B4 U BUY The little Japanese bomb chucking hero is back for more explosive multi player action in yet another bomberman sequel

Dodgem Arena 7



TRY B4 U BUY Futuristic, WipeOut-style dodgems in puck-firing frenzy battle it out to see who can score the most goals. Not a classic, but worth a look

Die Hard Trilogy Platinum 9



MUST BUY Thrills and spills from start to finish in this varied movie caper. A great game well worth your axttention and cash

Extreme Pinball 2



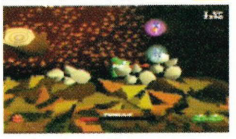
AVOID! Flipping heck, this is dreadful pinball nonsense of the worst kind. Snap your disc up, or something

Fluid 8.5



TRY B4 U BUY Flipper gets funky in this bizarre yet highly original and playable music mixer from Sony. Tunes and tuna fish all in one game

Frogger 7.5



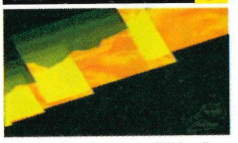
TRY B4 U BUY The eighties hero has returned in a totally revamped release which surpassed all expectations. Cute and cuddly

Mr. Domino 7



TRY B4 U BUY An enjoyably frustrating game which recreates the pleasures of stacking up dominoes just to knock 'em all down again

Music 8



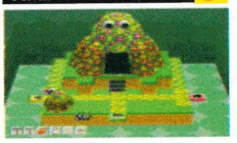
TRY B4 U BUY A perfect piece of kit for all you budding mixmeisters out there, this'll have you knocking out 'banging choons' in no time

Overboard 4



AVOID! A bold attempt at something a little different. It just doesn't quite reach the mark. Fun in short bursts or multi-player

Pet In TV 3



AVOID! Annoying Tamagotchi-style effort which will make your eyes burn with its psychedelic landscapes. One for the kiddies only

Pitball 6



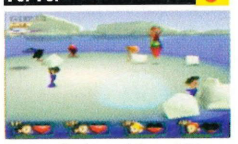
RENT IT Futuristic sports game which is actually rather good in a rather futuristic sports game type way. Honest! Believe us please

Parappa the Rapper 9



MUST BUY The most original game on the PlayStation to date. You've never seen anything like this before – beeatch!

Poy Poy 8



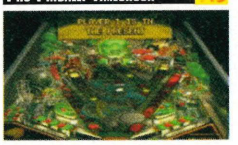
RENT IT Bomberman influenced, this provides hilarious multi-player fun as you and your pals throw stones at each other

Pro Pinball: The Web 6



RENT IT A fantastic pinball sim that will have your flippers flipping until the cows come home. Whenever that is these days

Pro Pinball: Timeshock 7.5



TRY B4 U BUY As a pinball game, it does the job, as a addition to your collection perhaps you should check it out before paying cash

Rampage World Tour 3



AVOID! Another hot contender for worst conversion ever. Smash buildings and then smash some more. Pretty poor

Rebel Assault 2 6



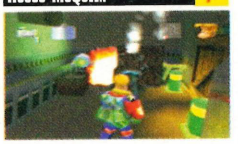
AVOID! Looks like a dream but can be completed in the time it takes to fart. Depends how much curry you've had I guess

Riot 4



AVOID! Drab futuristic sports game. Has no lasting appeal or even short term appeal for that matter. Avoid at all costs

Rosco McQueen 7



RENT IT Firefighting in the Towering Inferno whilst battling a range of robots in this enjoyable d ousing fest from Sony

Spice World 5.5



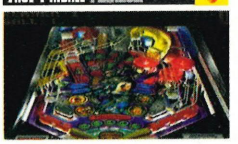
TRY B4 U BUY Fun for alco-pop boppers of the Spice Girls persuasion, but everyone else should leave this alone or die laughing, literally

Tilt! 8



TRY B4 U BUY Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family and their family too

True Pinball Platinum 9



TRY B4 U BUY Another in the long line of pinball games. Better than most, but that's not saying that much though really

Treasures Of The Deep 7



TRY B4 U BUY Mission based treasure seeking and submersible shoot 'em up action provide the Psx with its first decent underwtaer game

PRO CHARTS

Good old football continues to dominate at the top of the charts after Gremlin's Premier Manager '99 shot straight into the league leader's spot, relegating FIFA '99 to second place. Meanwhile, Lara Croft is enjoying another great month with both Tomb Raider and Tomb Raider 3 in the top 10

1	NEW	Premier Manager '99
2	▼	FIFA '99
3	▲	Tomb Raider
4	▲	Grand Theft Auto
5	-	Crash Bandicoot: Warped
6	▼	TOCA Touring Car Championship
7	▲	Abe's Exoddus
8	▼	Tomb Raider 3
9	▼	Brian Lara Cricket
10	▼	Rayman
11	NEW	Max Power Racing
12	▼	V-Rally
13	▼	Resident Evil
14	▲	Mickey's Wild Adventure
15	▼	Tekken 2
16	▲	Croc
17	▲	Spyro The Dragon
18	▲	Jurassic Park: The Lost World
19	▼	Gran Turismo
20	▼	Die Hard Trilogy
21	▼	Crash Bandicoot
22	▼	Colin McRae Rally
23	▼	Time Crisis
24	▼	Tenchu: Stealth Assassins
25	▼	Cool Boarders 3
26	▲	WWF: Warzone
27	▲	Micro Machines V3
28	▼	Worms
29	▼	Apocalypse
30	▼	TOCA 2 Touring cars
31	▼	Tekken 3
32	▼	Knockout Kings '99
33	-	Oddworld: Abe's Oddysee
34	▼	Command and Conquer
35	▼	MUSIC
36	▲	Premier Manager '98
37	▼	Hercules
38	▲	Duke Nukem - Time To Kill
39	-	Actua Golf 3
40	▼	Tomb Raider 2

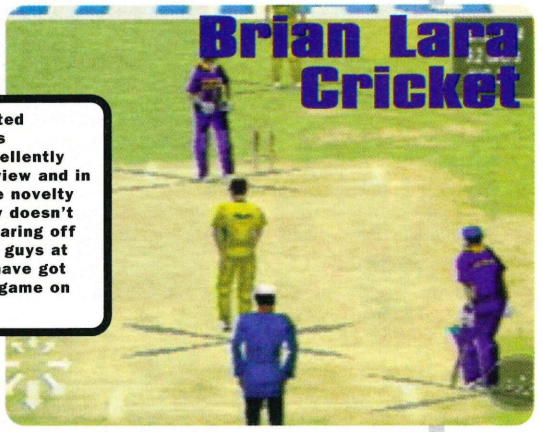
The official PlayStation Top 40 was brought to you by the informative fellas at...

ChartTrack

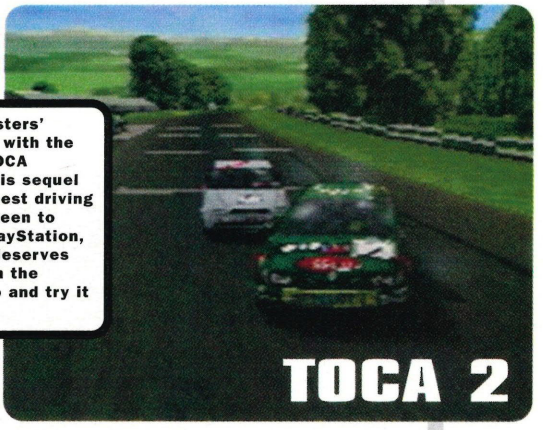
PRO Playmates

Find out what we're still playing after all this time with a brief listing of our three fave games from the past few months

The PlayStation Pro office is swamped in software each and every month. Yet despite having an interactive banquet at our fingertips, we only continue fiddling about with a handful of games after all the hard work has been done. These are the select titles that have tickled our particular fancy into near hysterical proportions with their addictive qualities and general reamness, your games collection is sadly lacking if these babies aren't included, so go and get 'em kids!



The long awaited cricket sim has performed excellently both in our review and in the charts. The novelty value certainly doesn't seem to be wearing off as yet and the guys at Codemasters have got another great game on their hands



More Codemasters' jiggery-pokery with the follow up to TOCA Touring Car. This sequel is one of the best driving games we've seen to date on the PlayStation, and it rightly deserves its high spot in the charts. Just go and try it for yourselves



It's finally here. It's been delayed more times than a Virgin train to London, but wow was it worth the wait! Metal Gear Solid is the one game you simply must own for your PlayStation. If you don't, then why are you bothering at all!

Directory Enquiries

All your essential phone numbers, addresses and website details for everyone who's anyone in the wonderful world of the PlayStation can be found right here. Wondering about a release date or availability? Don't ring us, call these guys...

ACCLAIM ENTERTAINMENT
Moreau House, 112 - 120 Bromston Road, Knightsbridge, London, SW3 1JJ
Tel: 0171 344 5000
Website: www.acclaim.com

ACTIVISION
Gemini House, 133 High Street, Yiewsley, West Drayton, Middlesex, UB7 7QL
Tel: 01895 456700
Website: www.activision.com

BMG INTERACTIVE
Bedford House, 69 - 79 Fulham High Street, London, SW6 3JW
Tel: 0171 384 7774
Website: www.bmginteractive.com

CODEMASTERS
Lower Farmhouse, Stoneythorpe, Southam, Warickshire, CV33 0DL
Tel: 01926 814132
Website: www.codemasters.com

CORE DESIGN
55 Ashbourne Road, Derby, DE22 3FS
Tel: 01332 297797
Website: www.core-design.com

DATEL
Govan Road, Fenton Industrial Estate, Stoke on Trent, ST4 2RS
Tel: 01782 744707
Website: www.datel.co.uk

ELECTRONIC ARTS
90 Heron Drive, Langley, Berkshire, SI3 8XP
Tel: 01753 549442
Website: www.ea.com

EIDOS INTERACTIVE
Wimbledon Bridge House, 1 Hartfield Road, Wimbledon, London, SW19 3RU
Tel: 0181 636 3000
Website: www.eidos.com

EMPIRE ENTERTAINMENT
The Spires, 677 High Road, North Finchley, London, W12 0DA
Tel: 0181 343 7337
Website: www.empire.co.uk

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90 Heron Drive, Langley, Berkshire, SI3 8XP
Tel: 01753 672187
Website: www.foxint.com

GREMLIN INTERACTIVE
The Green House, 33 Bowden Street, Sheffield, S1 4HA
Tel: 011427 53423
Website: www.gremlin.co.uk

GROLIER INTERACTIVE
60 St. Aldates, Oxford, OX1 1ST
Tel: 01865 264800
Website: www.grolier.co.uk

GT INTERACTIVE
The Old Grammar School, 248 Marylebone Road, London, NW1 6JT
Tel: 0171 258 3791
Website: www.gtinteractive.com

INTERPLAY PRODUCTIONS
Harleyford Manor, Harleyford, Henley Road, Marlow, Buckinghamshire, SL7 2DX
Tel: 01628 423666
Website: www.interplay.com

JVC MUSICAL INDUSTRIES
44 Wellington Street, Covent Garden, London, WC2E 7BD
Tel: 0171 240 3121
Website: Not applicable

KONAMI
Konami House, 54a Cowley Mill Road, Uxbridge, Middlesex, UB8 2QE
Tel: 01895 853000
Website: www.konami.com

MINDSCAPE
Priority House, Charles Avenue, Burgess Hill, West Sussex, RH15 9TQ
Tel: 01444 246333
Website: www.mindscapeuk.com

NAMCO
2nd Floor 43 - 44 Great Windmill Street, London, W1V 7PA
Tel: 0171 734 7737
Website: www.namco.com

Infogrames UK
Merchants Warehouse, 21 Castle Street, Castlefield, Manchester, M3 4SW
Tel: 0161 827 8000
Website: www.infogrames.co.uk

PSYGNOSIS
Napier Court, Stevenson Way, Wavertree Technology Park, Liverpool, L13 1HD
Tel: 0151 282 3000
Website: www.psygnosis.com

SONY COMPUTER ENTERTAINMENT
13 Great Marlborough Street, London, W1V 2LP
Tel: 0171 447 1600
Website: www.sony.com

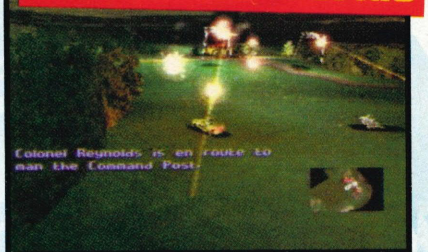
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The Studio, 62 - 64 Bridge Street, Walton on Thames, Surrey, KT12 1AP
Tel: 01932 222232
Website: www.telstar.co.uk

THQ
Dukes Court, Duke Street, Woking, Surrey, GU21 5BH
Tel: 01483 767656
Website: www.thq.com

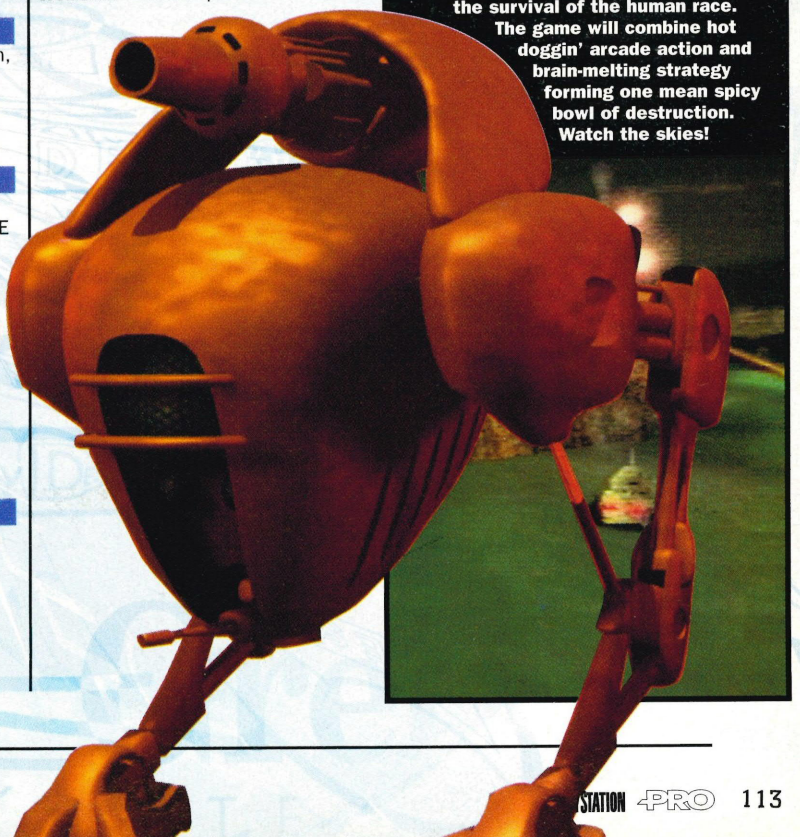
UBISOFT
Vantage House, 1 Weir Road, Wimbledon, London, SW19 8UX
Tel: 0181 944 9000
Website: www.ubisoft.com

VIRGIN INTERACTIVE
2 Kensington Square, London, W8 5RB
Tel: 0171 368 2255
Website: www.vie.co.uk

War of the Worlds



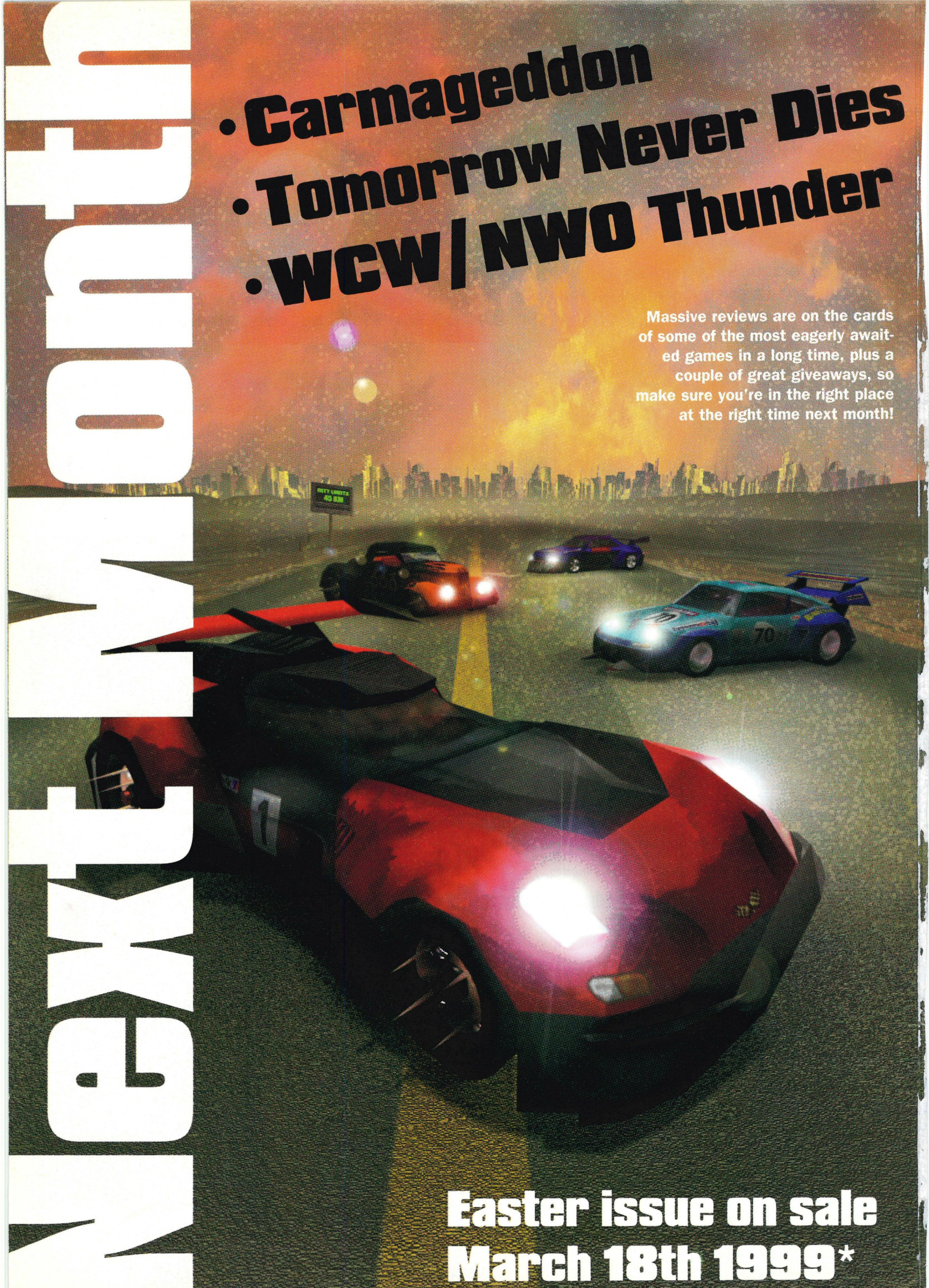
Strategy and shoot-em-up fans should prepare themselves for the ultimate invasion. War Of The Worlds is coming to a grey box near you in the not so distant future and it could be slicker than Bill Clinton's zipper. Take control of Britain's resistance forces as they battle it out for the survival of the human race. The game will combine hot doggin' arcade action and brain-melting strategy forming one mean spicy bowl of destruction. Watch the skies!



Next Month

- Carmageddon
- Tomorrow Never Dies
- WCW/NWO Thunder

Massive reviews are on the cards of some of the most eagerly awaited games in a long time, plus a couple of great giveaways, so make sure you're in the right place at the right time next month!



Easter issue on sale March 18th 1999*

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Contains 1000s of pre-programmed cheat codes. Choose from infinite lives or health, extra vehicles or weapons - Equalizer has the power to blow games apart

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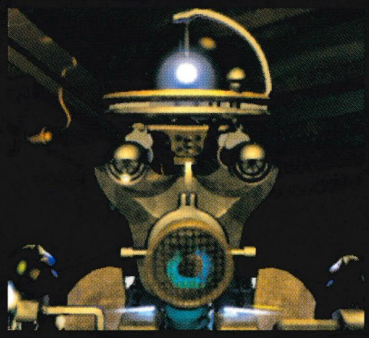
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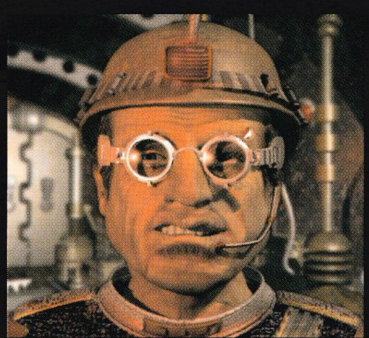
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